stream byte-oriented if it has no orientation. If mode is zero, the orientation is not changed.

Returns   A positive value if the stream has wide orientation after the call, a negative value if it has byte orientation, or zero if it has no orientation.   *25.5*

---

fwprintf   *Wide-Character Formatted File Write (C99)*   `<wchar.h>`

```
int fwprintf(FILE * restrict stream,
             const wchar_t * restrict format, ...);
```

Wide-character version of `fprintf`.   *25.5*

---

fwrite   *Write Block to File*   `<stdio.h>`

```
size_t fwrite(const void * restrict ptr, size_t size,
              size_t nmemb, FILE * restrict stream);
```

Writes nmemb elements, each `size` bytes long, from the array pointed to by `ptr` to the stream pointed to by `stream`.

Returns   Number of elements actually written. This number will be less than nmemb if a write error occurs. In C99, returns zero if either nmemb or `size` is zero.   *22.6*

---

fwscanf   *Wide-Character Formatted File Read (C99)*   `<wchar.h>`

```
int fwscanf(FILE * restrict stream,
            const wchar_t * restrict format, ...);
```

Wide-character version of `fscanf`.   *25.5*

---

getc   *Read Character from File*   `<stdio.h>`

```
int getc(FILE *stream);
```

Reads a character from the stream pointed to by `stream`. *Note:* `getc` is normally implemented as a macro; it may evaluate `stream` more than once.

Returns   Character read from the stream. If `getc` encounters the end of the stream, it sets the stream's end-of-file indicator and returns EOF. If a read error occurs, `getc` sets the stream's error indicator and returns EOF.   *22.4*

---

getchar   *Read Character*   `<stdio.h>`

```
int getchar(void);
```

Reads a character from the `stdin` stream. *Note:* `getchar` is normally implemented as a macro.

Returns   Character read from the stream. If `getchar` encounters the end of the stream, it sets the stream's end-of-file indicator and returns EOF. If a read error occurs, `getchar` sets the stream's error indicator and returns EOF.   *7.3, 22.4*

---

getenv   *Get Environment String*   `<stdlib.h>`

```
char *getenv(const char *name);
```

Searches the operating system's environment list to see if any string matches the one pointed to by name.