tion. May raise the *inexact* floating-point exception if the result has a different value than x. *23.4*

---

round *Round to Nearest Integral Value (C99)* <math.h>

```
double round(double x);
float roundf(float x);
long double roundl(long double x);
```

Returns x rounded to the nearest integer (in floating-point format). Halfway cases are rounded away from zero. *23.4*

---

scalbln *Scale Floating-Point Number Using Long Integer (C99)* <math.h>

```
double scalbln(double x, long int n);
float scalblnf(float x, long int n);
long double scalblnl(long double x, long int n);
```

Returns x × FLT_RADIX^n, computed in an efficient way. A range error may occur. *23.4*

---

scalbn *Scale Floating-Point Number Using Integer (C99)* <math.h>

```
double scalbn(double x, int n);
float scalbnf(float x, int n);
long double scalbnl(long double x, int n);
```

Returns x × FLT_RADIX^n, computed in an efficient way. A range error may occur. *23.4*

---

scanf *Formatted Read* <stdio.h>

```
int scanf(const char * restrict format, ...);
```

Reads input items from the stdin stream. The string pointed to by format specifies the format of the items to be read. The arguments that follow format point to objects in which the items are to be stored.

Returns Number of input items successfully read and stored. Returns EOF if an input failure occurs before any items can be read. *3.2, 22.3*

---

setbuf *Set Buffer* <stdio.h>

```
void setbuf(FILE * restrict stream,
            char * restrict buf);
```

If buf isn't a null pointer, a call of setbuf is equivalent to:

```
(void) setvbuf(stream, buf, _IOFBF, BUFSIZ);
```

Otherwise, it's equivalent to:

```
(void) setvbuf(stream, NULL, _IONBF, 0);
```

22.2

---

setjmp *Prepare for Nonlocal Jump* <setjmp.h>

```
int setjmp(jmp_buf env);
```

macro

Stores the current environment in env for use in a later call of longjmp.

Returns Zero when called directly. Returns a nonzero value when returning from a call of longjmp. *24.4*