

Each character-classification function returns a nonzero value if its argument has a particular property. Table 23.10 lists the property that each function tests.

Table 23.10
Character-Classification
Functions

Function	Test
isalnum(c)	Is c alphanumeric?
isalpha(c)	Is c alphabetic?
isblank(c)	Is c a blank? [†]
iscntrl(c)	Is c a control character? ^{††}
isdigit(c)	Is c a decimal digit?
isgraph(c)	Is c a printing character (other than a space)?
islower(c)	Is c a lower-case letter?
isprint(c)	Is c a printing character (including a space)?
ispunct(c)	Is c punctuation? ^{†††}
isspace(c)	Is c a white-space character? ^{††††}
isupper(c)	Is c an upper-case letter?
isxdigit(c)	Is c a hexadecimal digit?

[†]The standard blank characters are space and horizontal tab (\t). This function is new in C99.
^{††}In ASCII, the control characters are \x00 through \x1f plus \x7f.
^{†††}All printing characters except those for which isspace or isalnum are true are considered punctuation.
^{††††}The white-space characters are space, form feed (\f), new-line (\n), carriage return (\r), horizontal tab (\t), and vertical tab (\v).

C99 The C99 definition of `ispunct` is slightly different than the one in C89. In C89, `ispunct(c)` tests whether `c` is a printing character but not a space or a character for which `isalnum(c)` is true. In C99, `ispunct(c)` tests whether `c` is a printing character for which neither `isspace(c)` nor `isalnum(c)` is true.

PROGRAM **Testing the Character-Classification Functions**

The following program demonstrates the character-classification functions (with the exception of `isblank`, which is new in C99) by applying them to the characters in the string "azAZ0 !\t".

```
tclassify.c  /* Tests the character-classification functions */

#include <ctype.h>
#include <stdio.h>

#define TEST(f) printf("  %c  ", f(*p) ? 'x' : ' ')

int main(void)
{
    char *p;

    printf("      alnum      cntrl      graph      print"
           "      space      xdigit\n"
           "          alpha      digit      lower      punct"
           "      upper\n");
```