

<i>remainder</i>	<i>Remainder (C99)</i>	<i><math.h></i>
	<i>double remainder(double x, double y);</i>	
<i>remainderf</i>	<i>float remainderf(float x, float y);</i>	
<i>remainderl</i>	<i>long double remainderl(long double x, long double y);</i>	
<i>Returns</i>	<i>x - ny</i> , where <i>n</i> is the integer nearest the exact value of <i>x/y</i> . (If <i>x/y</i> is halfway between two integers, <i>n</i> is even.) If <i>x - ny = 0</i> , the return value has the same sign as <i>x</i> . If <i>y</i> is zero, either a domain error occurs or zero is returned.	
		23.4
<i>remove</i>	<i>Remove File</i>	<i><stdio.h></i>
	<i>int remove(const char *filename);</i>	
	Deletes the file whose name is pointed to by <i>filename</i> .	
<i>Returns</i>	Zero if successful, nonzero otherwise.	
		22.2
<i>remquo</i>	<i>Remainder and Quotient (C99)</i>	<i><math.h></i>
	<i>double remquo(double x, double y, int *quo);</i>	
<i>remquof</i>	<i>float remquof(float x, float y, int *quo);</i>	
<i>remquol</i>	<i>long double remquol(long double x, long double y, int *quo);</i>	
	Computes both the remainder and the quotient when <i>x</i> is divided by <i>y</i> . The object pointed to by <i>quo</i> is modified so that it contains <i>n</i> low-order bits of the integer quotient $ x/y $, where <i>n</i> is implementation-defined but must be at least three. The value stored in this object will be negative if $x/y < 0$.	
<i>Returns</i>	Same value as the corresponding remainder function. If <i>y</i> is zero, either a domain error occurs or zero is returned.	
		23.4
<i>rename</i>	<i>Rename File</i>	<i><stdio.h></i>
	<i>int rename(const char *old, const char *new);</i>	
	Changes the name of a file. <i>old</i> and <i>new</i> point to strings containing the old name and new name, respectively.	
<i>Returns</i>	Zero if the renaming is successful. Returns a nonzero value if the operation fails (perhaps because the old file is currently open).	
		22.2
<i>rewind</i>	<i>Rewind File</i>	<i><stdio.h></i>
	<i>void rewind(FILE *stream);</i>	
	Sets the file position indicator for the stream pointed to by <i>stream</i> to the beginning of the file. Clears the error and end-of-file indicators for the stream.	
		22.7
<i>rint</i>	<i>Round to Integral Value Using Current Direction (C99)</i>	<i><math.h></i>
	<i>double rint(double x);</i>	
<i>rintf</i>	<i>float rintf(float x);</i>	
<i>rintl</i>	<i>long double rintl(long double x);</i>	
<i>Returns</i>	<i>x</i> rounded to an integer (in floating-point format) using the current rounding direc-	