```
int main(void)
{
   ...
}
```

Older C programs often omit main's return type, taking advantage of the fact that it traditionally defaults to int:

```
main()
{
    ...
}
```



Omitting the return type of a function isn't legal in C99, so it's best to avoid this practice. Omitting the word void in main's parameter list remains legal, but—as a matter of style—it's best to be explicit about the fact that main has no parameters. (We'll see later that main sometimes *does* have two parameters, usually named argc and argv.)

argc and argv ➤ 13.7



The value returned by main is a status code that—in some operating systems—can be tested when the program terminates. main should return 0 if the program terminates normally; to indicate abnormal termination, main should return a value other than 0. (Actually, there's no rule to prevent us from using the return value for other purposes.) It's good practice to make sure that every C program returns a status code, even if there are no plans to use it, since someone running the program later may decide to test it.

The exit Function

etdlib b>beader ➤ 26.2

Executing a return statement in main is one way to terminate a program. Another is calling the exit function, which belongs to <stdlib.h>. The argument passed to exit has the same meaning as main's return value: both indicate the program's status at termination. To indicate normal termination, we'd pass 0:

```
exit(0); /* normal termination */
```

Since 0 is a bit cryptic, C allows us to pass EXIT_SUCCESS instead (the effect is the same):

```
exit(EXIT_SUCCESS); /* normal termination */
```

Passing EXIT FAILURE indicates abnormal termination:

```
exit(EXIT FAILURE); /* abnormal termination */
```

EXIT_SUCCESS and EXIT_FAILURE are macros defined in <stdlib.h>. The values of EXIT_SUCCESS and EXIT_FAILURE are implementation-defined; typical values are 0 and 1, respectively.

As methods of terminating a program, return and exit are closely related. In fact, the statement

```
return expression;
```