23.5 The <ctype.h> Header: Character Handling

The <ctype.h> header provides two kinds of functions: character-classification functions (like isdigit, which tests whether a character is a digit) and character case-mapping functions (like toupper, which converts a lower-case letter to upper case).

Although C doesn't require that we use the functions in <ctype.h> to test characters and perform case conversions, it's a good idea to do so. First, these functions have been optimized for speed (in fact, many are implemented as macros). Second, we'll end up with a more portable program, since these functions work with any character set. Third, the <ctype.h> functions adjust their behavior when the locale is changed, which helps us write programs that run properly in different parts of the world.

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The functions in <ctype.h> all take int arguments and return int values. In many cases, the argument is already stored in an int variable (often as a result of having been read by a call of fgetc, getc, or getchar). If the argument has char type, however, we need to be careful. C can automatically convert a char argument to int type; if char is an unsigned type or if we're using a seven-bit character set such as ASCII, the conversion will go smoothly. But if char is a signed type and if some characters require eight bits, then converting such a character from char to int will give a negative result. The behavior of the <ctype.h> functions is undefined for negative arguments (other than EOF), potentially causing serious problems. In such a situation, the argument should be cast to unsigned char for safety. (For maximum portability, some programmers always cast a char value to unsigned char when passing it to a <ctype.h> function.)

Character-Classification Functions

```
int isalnum(int c);
int isalpha(int c);
int isblank(int c);
int iscntrl(int c);
int isdigit(int c);
int isgraph(int c);
int islower(int c);
int isprint(int c);
int ispunct(int c);
int ispace(int c);
int isupper(int c);
int isupper(int c);
```