# strxfrm Transform String

<string.h>

Transforms the string pointed to by \$2, placing the first n characters of the result—including the null character—in the array pointed to by \$1. Calling stromp with two transformed strings should produce the same outcome (negative, zero, or positive) as calling strcoll with the original strings. If n is zero, \$1 is allowed to be a null pointer.

Returns

Length of the transformed string. If this value is n or more, the contents of the array pointed to by s1 are indeterminate.

23.6

# swprintf

### Wide-Character Formatted String Write (C99)

<wchar.h>

Equivalent to fwprintf, but stores wide characters in the array pointed to by s instead of writing them to a stream. The string pointed to by format specifies how subsequent arguments will be displayed. No more than n wide characters will be written to the array, including a terminating null wide character.

Returns

Number of wide characters stored in the array, not including the null wide character. Returns a negative value if an encoding error occurs or the number of wide characters to be written is n or more.

25.5

#### swscanf

## Wide-Character Formatted String Read (C99)

<wchar.h>

Wide-character version of sscanf.

25.5

# system Perform Operating-System Command

<stdlib.h>

int system(const char \*string);

Passes the string pointed to by string to the operating system's command processor (shell) to be executed. Program termination may occur as a result of executing the command.

Returns

If string is a null pointer, returns a nonzero value if a command processor is available. If string isn't a null pointer, system returns an implementation-defined value (if it returns at all).

26.2

### tan Tangent

<math.h>

```
double tan(double x);
```

tanf float tanf(float x);

tanl long double tanl(long double x);

Returns Tangent of x (measured in radians).

23.3