

<b><i>feholdexcept</i></b>	<i>Save Floating-Point Environment (C99)</i>	<i>&lt;fenv.h&gt;</i>
	<i>int feholdexcept(fenv_t *envp);</i>	
	Saves the current floating-point environment in the object pointed to by <i>envp</i> , clears the floating-point status flags, and attempts to install a non-stop mode for all floating-point exceptions.	
<i>Returns</i>	Zero if non-stop floating-point exception handling was successfully installed; otherwise, returns a nonzero value.	27.6
<b><i>feof</i></b>	<i>Test for End-of-File</i>	<i>&lt;stdio.h&gt;</i>
	<i>int feof(FILE *stream);</i>	
<i>Returns</i>	A nonzero value if the end-of-file indicator is set for the stream pointed to by <i>stream</i> ; otherwise, returns zero.	22.3
<b><i>feraiseexcept</i></b>	<i>Raise Floating-Point Exceptions (C99)</i>	<i>&lt;fenv.h&gt;</i>
	<i>int feraiseexcept(int excepts);</i>	
	Attempts to raise supported floating-point exceptions represented by <i>excepts</i> .	
<i>Returns</i>	Zero if <i>excepts</i> is zero or if all specified exceptions were successfully raised; otherwise, returns a nonzero value.	27.6
<b><i>ferror</i></b>	<i>Test for File Error</i>	<i>&lt;stdio.h&gt;</i>
	<i>int ferror(FILE *stream);</i>	
<i>Returns</i>	A nonzero value if the error indicator is set for the stream pointed to by <i>stream</i> ; otherwise, returns zero.	22.3
<b><i>fesetenv</i></b>	<i>Set Floating-Point Environment (C99)</i>	<i>&lt;fenv.h&gt;</i>
	<i>int fesetenv(const fenv_t *envp);</i>	
	Attempts to establish the floating-point environment represented by the object pointed to by <i>envp</i> .	
<i>Returns</i>	Zero if the environment was successfully established; otherwise, returns a nonzero value.	27.6
<b><i>fesetexceptflag</i></b>	<i>Set Floating-Point Exception Flags (C99)</i>	<i>&lt;fenv.h&gt;</i>
	<i>int fesetexceptflag(const fexcept_t *flagp,</i> <i>int excepts);</i>	
	Attempts to set the floating-point status flags represented by <i>excepts</i> to the states stored in the object pointed to by <i>flagp</i> .	
<i>Returns</i>	Zero if <i>excepts</i> is zero or if all specified exceptions were successfully set; otherwise, returns a nonzero value.	27.6
<b><i>fesetround</i></b>	<i>Set Floating-Point Rounding Direction (C99)</i>	<i>&lt;fenv.h&gt;</i>
	<i>int fesetround(int round);</i>	