NAME

wctype - wide-character classification

LIBRARY

Standard C library (libc, -lc)

SYNOPSIS

#include <wctype.h>

wctype_t wctype(const char *name);

DESCRIPTION

The *wctype_t* type represents a property which a wide character may or may not have. In other words, it represents a class of wide characters. This type's nature is implementation-dependent, but the special value (*wctype_t*) 0 denotes an invalid property. Nonzero*wctype_t* v alues can be passed to the **iswctype**(3) function to actually test whether a given wide character has the property.

The **wctype**() function returns a property, given by its name. The set of valid names depends on the **LC_CTYPE** category of the current locale, but the following names are valid in all locales.

```
"alnum" – realizes the isalnum(3) classification function
```

RETURN VALUE

The **wctype()** function returns a property descriptor if the *name* is valid. Otherwise, it returns($wctype_t$) 0.

ATTRIBUTES

For an explanation of the terms used in this section, see **attributes**(7).

Interface	Attribute	Value
wctype()	Thread safety	MT-Safe locale

STANDARDS

POSIX.1-2001, POSIX.1-2008, C99.

NOTES

The behavior of wctype() depends on the LC CTYPE category of the current locale.

SEE ALSO

iswctype(3)

[&]quot;alpha" – realizes the **isalpha**(3) classification function

[&]quot;blank" – realizes the **isblank**(3) classification function

[&]quot;cntrl" - realizes the **iscntrl**(3) classification function

[&]quot;digit" – realizes the **isdigit**(3) classification function

[&]quot;graph" – realizes the **isgraph**(3) classification function

[&]quot;lower" – realizes the **islower**(3) classification function

[&]quot;print" – realizes the **isprint**(3) classification function

[&]quot;punct" – realizes the ispunct(3) classification function

[&]quot;space" – realizes the **isspace**(3) classification function

[&]quot;upper" – realizes the **isupper**(3) classification function

[&]quot;xdigit" - realizes the **isxdigit**(3) classification function