

**NAME**

asctime, ctime, gmtime, localtime, mktime, asctime\_r, ctime\_r, gmtime\_r, localtime\_r – transform date and time to broken-down time or ASCII

**LIBRARY**

Standard C library (*libc*, *-lc*)

**SYNOPSIS**

```
#include <time.h>

char *asctime(const struct tm *tm);
char *asctime_r(const struct tm *restrict tm,
               char buf[restrict 26]);

char *ctime(const time_t *timep);
char *ctime_r(const time_t *restrict timep,
               char buf[restrict 26]);

struct tm *gmtime(const time_t *timep);
struct tm *gmtime_r(const time_t *restrict timep,
                    struct tm *restrict result);

struct tm *localtime(const time_t *timep);
struct tm *localtime_r(const time_t *restrict timep,
                       struct tm *restrict result);

time_t mktime(struct tm *tm);
```

Feature Test Macro Requirements for glibc (see **feature\_test\_macros(7)**):

```
asctime_r(), ctime_r(), gmtime_r(), localtime_r():
    _POSIX_C_SOURCE
    || /* glibc <= 2.19: */ _BSD_SOURCE || _SVID_SOURCE
```

**DESCRIPTION**

The **ctime()**, **gmtime()**, and **localtime()** functions all take an argument of data type *time\_t*, which represents calendar time. When interpreted as an absolute time value, it represents the number of seconds elapsed since the Epoch, 1970-01-01 00:00:00 +0000 (UTC).

The **asctime()** and **mktime()** functions both take an argument representing broken-down time, which is a representation separated into year, month, day, and so on.

Broken-down time is stored in the structure *tm*, described in **tm(3type)**.

The call **ctime(*t*)** is equivalent to **asctime(localtime(*t*))**. It converts the calendar time *t* into a null-terminated string of the form

```
"Wed Jun 30 21:49:08 1993\n"
```

The abbreviations for the days of the week are "Sun", "Mon", "Tue", "Wed", "Thu", "Fri", and "Sat". The abbreviations for the months are "Jan", "Feb", "Mar", "Apr", "May", "Jun", "Jul", "Aug", "Sep", "Oct", "Nov", and "Dec". The return value points to a statically allocated string which might be overwritten by subsequent calls to any of the date and time functions. The function also sets the external variables *tzname*, *timezone*, and *daylight* (see **tzset(3)**) with information about the current timezone. The reentrant version **ctime\_r()** does the same, but stores the string in a user-supplied buffer which should have room for at least 26 bytes. It need not set *tzname*, *timezone*, and *daylight*.

The **gmtime()** function converts the calendar time *timep* to broken-down time representation, expressed in Coordinated Universal Time (UTC). It may return NULL when the year does not fit into an integer. The return value points to a statically allocated struct which might be overwritten by subsequent calls to any of the date and time functions. The **gmtime\_r()** function does the same, but stores the data in a user-supplied struct.

The **localtime()** function converts the calendar time *timep* to broken-down time representation, expressed relative to the user's specified timezone. The function acts as if it called **tzset(3)** and sets the external

variables *tzname* with information about the current timezone, *timezone* with the difference between Coordinated Universal Time (UTC) and local standard time in seconds, and *daylight* to a nonzero value if daylight savings time rules apply during some part of the year. The return value points to a statically allocated struct which might be overwritten by subsequent calls to any of the date and time functions. The **localtime\_r()** function does the same, but stores the data in a user-supplied struct. It need not set *tzname*, *timezone*, and *daylight*.

The **asctime()** function converts the broken-down time value *tm* into a null-terminated string with the same format as **ctime()**. The return value points to a statically allocated string which might be overwritten by subsequent calls to any of the date and time functions. The **asctime\_r()** function does the same, but stores the string in a user-supplied buffer which should have room for at least 26 bytes.

The **mktime()** function converts a broken-down time structure, expressed as local time, to calendar time representation. The function ignores the values supplied by the caller in the *tm\_wday* and *tm\_yday* fields. The value specified in the *tm\_isdst* field informs **mktime()** whether or not daylight saving time (DST) is in effect for the time supplied in the *tm* structure: a positive value means DST is in effect; zero means that DST is not in effect; and a negative value means that **mktime()** should (use timezone information and system databases to) attempt to determine whether DST is in effect at the specified time.

The **mktime()** function modifies the fields of the *tm* structure as follows: *tm\_wday* and *tm\_yday* are set to values determined from the contents of the other fields; if structure members are outside their valid interval, they will be normalized (so that, for example, 40 October is changed into 9 November); *tm\_isdst* is set (regardless of its initial value) to a positive value or to 0, respectively, to indicate whether DST is or is not in effect at the specified time. Calling **mktime()** also sets the external variable *tzname* with information about the current timezone.

If the specified broken-down time cannot be represented as calendar time (seconds since the Epoch), **mktime()** returns  $(time\_t) - 1$  and does not alter the members of the broken-down time structure.

## RETURN VALUE

On success, **gmtime()** and **localtime()** return a pointer to a *struct tm*.

On success, **gmtime\_r()** and **localtime\_r()** return the address of the structure pointed to by *result*.

On success, **asctime()** and **ctime()** return a pointer to a string.

On success, **asctime\_r()** and **ctime\_r()** return a pointer to the string pointed to by *buf*.

On success, **mktime()** returns the calendar time (seconds since the Epoch), expressed as a value of type *time\_t*.

On error, **mktime()** returns the value  $(time\_t) - 1$ . The remaining functions return NULL on error. On error, *errno* is set to indicate the error.

## ERRORS

### EOVERFLOW

The result cannot be represented.

## ATTRIBUTES

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

Interface	Attribute	Value
<b>asctime()</b>	Thread safety	MT-Unsafe race:asctime locale
<b>asctime_r()</b>	Thread safety	MT-Safe locale
<b>ctime()</b>	Thread safety	MT-Unsafe race:tmbuf race:asctime env locale
<b>ctime_r()</b> , <b>gmtime_r()</b> , <b>localtime_r()</b> , <b>mktime()</b>	Thread safety	MT-Safe env locale
<b>gmtime()</b> , <b>localtime()</b>	Thread safety	MT-Unsafe race:tmbuf env locale

## STANDARDS

POSIX.1-2001. C99 specifies **asctime()**, **ctime()**, **gmtime()**, **localtime()**, and **mktime()**. POSIX.1-2008 marks **asctime()**, **asctime\_r()**, **ctime()**, and **ctime\_r()** as obsolete, recommending the use of **strftime(3)** instead.

POSIX doesn't specify the parameters of **ctime\_r()** to be *restrict*; that is specific to glibc.

## NOTES

The four functions **asctime()**, **ctime()**, **gmtime()**, and **localtime()** return a pointer to static data and hence are not thread-safe. The thread-safe versions, **asctime\_r()**, **ctime\_r()**, **gmtime\_r()**, and **localtime\_r()**, are specified by SUSv2.

POSIX.1-2001 says: "The **asctime()**, **ctime()**, **gmtime()**, and **localtime()** functions shall return values in one of two static objects: a broken-down time structure and an array of type *char*. Execution of any of the functions may overwrite the information returned in either of these objects by any of the other functions." This can occur in the glibc implementation.

In many implementations, including glibc, a 0 in *tm\_mday* is interpreted as meaning the last day of the preceding month.

According to POSIX.1-2001, **localtime()** is required to behave as though **tzset(3)** was called, while **localtime\_r()** does not have this requirement. For portable code, **tzset(3)** should be called before **localtime\_r()**.

## SEE ALSO

**date(1)**, **gettimeofday(2)**, **time(2)**, **utime(2)**, **clock(3)**, **difftime(3)**, **strftime(3)**, **strptime(3)**, **timegm(3)**, **tzset(3)**, **time(7)**