

# All C Functions

<a href="#"><u>#, ##</u></a>	manipulate strings
<a href="#"><u>#define</u></a>	define variables
<a href="#"><u>#error</u></a>	display an error message
<a href="#"><u>#if, #ifdef, #ifndef, #else, #elif, #endif</u></a>	conditional operators
<a href="#"><u>#include</u></a>	insert the contents of another file
<a href="#"><u>#line</u></a>	set line and file information
<a href="#"><u>#pragma</u></a>	implementation specific command
<a href="#"><u>#undef</u></a>	used to undefine variables
<a href="#"><u>Predefined preprocessor variables</u></a>	miscellaneous preprocessor variables
<a href="#"><u>abort</u></a>	stops the program
<a href="#"><u>abs</u></a>	absolute value
<a href="#"><u>acos</u></a>	arc cosine
<a href="#"><u>asctime</u></a>	a textual version of the time
<a href="#"><u>asin</u></a>	arc sine
<a href="#"><u>assert</u></a>	stops the program if an expression isn't true
<a href="#"><u>atan</u></a>	arc tangent
<a href="#"><u>atan2</u></a>	arc tangent, using signs to determine quadrants
<a href="#"><u>atexit</u></a>	sets a function to be called when the program exits
<a href="#"><u>atof</u></a>	converts a string to a double
<a href="#"><u>atoi</u></a>	converts a string to an integer
<a href="#"><u>atol</u></a>	converts a string to a long
<a href="#"><u>bsearch</u></a>	perform a binary search
<a href="#"><u>calloc</u></a>	allocates and clears a two-dimensional chunk of memory

<a href="#"><u>ceil</u></a>	the smallest integer not less than a certain value
<a href="#"><u>clearerr</u></a>	clears errors
<a href="#"><u>clock</u></a>	returns the amount of time that the program has been running
<a href="#"><u>cos</u></a>	cosine
<a href="#"><u>cosh</u></a>	hyperbolic cosine
<a href="#"><u>ctime</u></a>	returns a specifically formatted version of the time
<a href="#"><u>difftime</u></a>	the difference between two times
<a href="#"><u>div</u></a>	returns the quotient and remainder of a division
<a href="#"><u>exit</u></a>	stop the program
<a href="#"><u>exp</u></a>	returns "e" raised to a given power
<a href="#"><u>fabs</u></a>	absolute value for floating-point numbers
<a href="#"><u>fclose</u></a>	close a file
<a href="#"><u>feof</u></a>	true if at the end-of-file
<a href="#"><u>ferror</u></a>	checks for a file error
<a href="#"><u>fflush</u></a>	writes the contents of the output buffer
<a href="#"><u>fgetc</u></a>	get a character from a stream
<a href="#"><u>fgetpos</u></a>	get the file position indicator
<a href="#"><u>fgets</u></a>	get a string of characters from a stream
<a href="#"><u>floor</u></a>	returns the largest integer not greater than a given value
<a href="#"><u>fmod</u></a>	returns the remainder of a division
<a href="#"><u>fopen</u></a>	open a file
<a href="#"><u>fprintf</u></a>	print formatted output to a file
<a href="#"><u>fputc</u></a>	write a character to a file
<a href="#"><u>fputs</u></a>	write a string to a file
<a href="#"><u>fread</u></a>	read from a file

<a href="#"><u>free</u></a>	returns previously allocated memory to the operating system
<a href="#"><u>freopen</u></a>	open an existing stream with a different name
<a href="#"><u>frexp</u></a>	decomposes a number into scientific notation
<a href="#"><u>fscanf</u></a>	read formatted input from a file
<a href="#"><u>fseek</u></a>	move to a specific location in a file
<a href="#"><u>fsetpos</u></a>	move to a specific location in a file
<a href="#"><u>ftell</u></a>	returns the current file position indicator
<a href="#"><u>fwrite</u></a>	write to a file
<a href="#"><u>getc</u></a>	read a character from a file
<a href="#"><u>getchar</u></a>	read a character from <b>STDIN</b>
<a href="#"><u>getenv</u></a>	get environment information about a variable
<a href="#"><u>gets</u></a>	read a string from <b>STDIN</b>
<a href="#"><u>gmtime</u></a>	returns a pointer to the current Greenwich Mean Time
<a href="#"><u>isalnum</u></a>	true if a character is alphanumeric
<a href="#"><u>isalpha</u></a>	true if a character is alphabetic
<a href="#"><u>isctrl</u></a>	true if a character is a control character
<a href="#"><u>isdigit</u></a>	true if a character is a digit
<a href="#"><u>isgraph</u></a>	true if a character is a graphical character
<a href="#"><u>islower</u></a>	true if a character is lowercase
<a href="#"><u>isprint</u></a>	true if a character is a printing character
<a href="#"><u>ispunct</u></a>	true if a character is punctuation
<a href="#"><u>isspace</u></a>	true if a character is a space character
<a href="#"><u>isupper</u></a>	true if a character is an uppercase character
<a href="#"><u>isxdigit</u></a>	true if a character is a hexadecimal character
<a href="#"><u>labs</u></a>	absolute value for long integers

<a href="#"><u>ldexp</u></a>	computes a number in scientific notation
<a href="#"><u>ldiv</u></a>	returns the quotient and remainder of a division, in long integer form
<a href="#"><u>localtime</u></a>	returns a pointer to the current time
<a href="#"><u>log</u></a>	natural logarithm
<a href="#"><u>log10</u></a>	natural logarithm, in base 10
<a href="#"><u>longjmp</u></a>	start execution at a certain point in the program
<a href="#"><u>malloc</u></a>	allocates memory
<a href="#"><u>memchr</u></a>	searches an array for the first occurrence of a character
<a href="#"><u>memcmp</u></a>	compares two buffers
<a href="#"><u>memcpy</u></a>	copies one buffer to another
<a href="#"><u>memmove</u></a>	moves one buffer to another
<a href="#"><u>memset</u></a>	fills a buffer with a character
<a href="#"><u>mktime</u></a>	returns the calendar version of a given time
<a href="#"><u>modf</u></a>	decomposes a number into integer and fractional parts
<a href="#"><u>perror</u></a>	displays a string version of the current error to <b>STDERR</b>
<a href="#"><u>pow</u></a>	returns a given number raised to another number
<a href="#"><u>printf</u></a>	write formatted output to <b>STDOUT</b>
<a href="#"><u>putc</u></a>	write a character to a stream
<a href="#"><u>putchar</u></a>	write a character to <b>STDOUT</b>
<a href="#"><u>puts</u></a>	write a string to <b>STDOUT</b>
<a href="#"><u>qsort</u></a>	perform a quicksort
<a href="#"><u>raise</u></a>	send a signal to the program
<a href="#"><u>rand</u></a>	returns a pseudorandom number
<a href="#"><u>realloc</u></a>	changes the size of previously allocated memory

<a href="#"><u>remove</u></a>	erase a file
<a href="#"><u>rename</u></a>	rename a file
<a href="#"><u>rewind</u></a>	move the file position indicator to the beginning of a file
<a href="#"><u>round</u></a>	rounds given number to the nearest integer
<a href="#"><u>scanf</u></a>	read formatted input from <b>STDIN</b>
<a href="#"><u>setbuf</u></a>	set the buffer for a specific stream
<a href="#"><u>setjmp</u></a>	set execution to start at a certain point
<a href="#"><u>setlocale</u></a>	sets the current locale
<a href="#"><u>setvbuf</u></a>	set the buffer and size for a specific stream
<a href="#"><u>signal</u></a>	register a function as a signal handler
<a href="#"><u>sin</u></a>	sine
<a href="#"><u>sinh</u></a>	hyperbolic sine
<a href="#"><u>sprintf</u></a>	write formatted output to a buffer
<a href="#"><u>sqrt</u></a>	square root
<a href="#"><u>srand</u></a>	initialize the random number generator
<a href="#"><u>sscanf</u></a>	read formatted input from a buffer
<a href="#"><u>strcat</u></a>	concatenates two strings
<a href="#"><u>strchr</u></a>	finds the first occurrence of a character in a string
<a href="#"><u>strcmp</u></a>	compares two strings
<a href="#"><u>strcoll</u></a>	compares two strings in accordance to the current locale
<a href="#"><u>strcpy</u></a>	copies one string to another
<a href="#"><u>strcspn</u></a>	searches one string for any characters in another
<a href="#"><u>strerror</u></a>	returns a text version of a given error code
<a href="#"><u>strftime</u></a>	returns individual elements of the date and time
<a href="#"><u>strlen</u></a>	returns the length of a given string

<a href="#"><u>strncat</u></a>	concatenates a certain amount of characters of two strings
<a href="#"><u>strncmp</u></a>	compares a certain amount of characters of two strings
<a href="#"><u>strncpy</u></a>	copies a certain amount of characters from one string to another
<a href="#"><u>strpbrk</u></a>	finds the first location of any character in one string, in another string
<a href="#"><u>strrchr</u></a>	finds the last occurrence of a character in a string
<a href="#"><u>strspn</u></a>	returns the length of a substring of characters of a string
<a href="#"><u>strstr</u></a>	finds the first occurrence of a substring of characters
<a href="#"><u>strtod</u></a>	converts a string to a double
<a href="#"><u>strtok</u></a>	finds the next token in a string
<a href="#"><u>strtol</u></a>	converts a string to a long
<a href="#"><u>strtoul</u></a>	converts a string to an unsigned long
<a href="#"><u>strxfrm</u></a>	converts a substring so that it can be used by string comparison functions
<a href="#"><u>system</u></a>	perform a system call
<a href="#"><u>tan</u></a>	tangent
<a href="#"><u>tanh</u></a>	hyperbolic tangent
<a href="#"><u>time</u></a>	returns the current calendar time of the system
<a href="#"><u>tmpfile</u></a>	return a pointer to a temporary file
<a href="#"><u>tmpnam</u></a>	return a unique filename
<a href="#"><u>tolower</u></a>	converts a character to lowercase
<a href="#"><u>toupper</u></a>	converts a character to uppercase
<a href="#"><u>ungetc</u></a>	puts a character back into a stream
<a href="#"><u>va_arg</u></a>	use variable length parameter lists
<a href="#"><u>vprintf, vfprintf, and vsprintf</u></a>	write formatted output with variable argument lists

