

C++ Header Files

- [cmath](#) - declares functions for mathematical operations
- [cstdlib](#) - usually general purpose functions
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- [cctype](#) - functions to classify (and transform) individual characters
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- [cwctype](#) - for classifying and transforming individual wide characters
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- [cuchar](#) - convert between multibyte characters and UTF-16 or UTF-32
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C Math

Title	Description	
<u>C++ pow()</u>	Computes Power a Number	
<u>C++ llrint()</u>	Rounds argument using current rounding mode	
<u>C++ remainder()</u>	Returns remainder of x/y	
<u>C++ nan()</u>	returns a quiet NaN value	
<u>C++ cosh()</u>	Returns Hyperbolic Cosine of an Angle	
<u>C++ copysign()</u>	returns num with value of first and sign of second	
<u>C++ fma()</u>	Returns Fused Multiply–Accumulate	
<u>C++ abs()</u>	returns absolute value of an argument	
<u>C++ fabs()</u>	returns absolute value of argument	
<u>C++ fdim()</u>	Returns Positive Different Between Arguments	
<u>C++ fmin()</u>	returns smallest among two given arguments	
<u>C++ fmax()</u>	returns largest among two arguments passed	
<u>C++ hypot()</u>	Returns Square Root of sum of square of Arguments	
<u>C++ nexttoward()</u>	returns next value after x in direction of y	
<u>C++ nextafter()</u>	returns next value after x in direction of y	
<u>C++ cbrt()</u>	Computes Cube Root of a Number	
<u>C++ sqrt()</u>	Computes Square Root of A Number	
<u>C++ remquo()</u>	Computer remainder and stores quotient of x/y	
<u>C++ logb()</u>	returns logarithm of x	
<u>C++ log1p()</u>	returns natural logarithm of x+1.	
<u>C++ scalbln()</u>	Scales x by FLT_RADIX to the power n	
<u>C++ log2()</u>	returns base2 logarithm of a number	
<u>C++ scalbn()</u>	Scales x by FLT_RADIX to the power n	
<u>C++ ilogb()</u>	returns integral part of logarithm of x	
<u>C++ nearbyint()</u>	Rounds argument to using current rounding mode	
<u>C++ expm1()</u>	Returns e raised to Power Minus 1	
<u>C++ ldexp()</u>	returns product of x and 2 raised to the power e	
<u>C++ frexp()</u>	breaks float to its binary significand	

<u>C++ exp2()</u>	Returns 2 raised to a Number	
<u>C++ exp()</u>	returns exponential (e) raised to a number	
<u>C++ modf()</u>	Breaks Number Into Integral and Fractional Part	
<u>C++ log10()</u>	Returns Base 10 Logarithm of a Number	
<u>C++ lrint()</u>	Rounds argument using current rounding mode	
<u>C++ rint()</u>	Rounds argument using current rounding mode	
<u>C++ llround()</u>	Rounds argument to nearest long long int value	
<u>C++ lround()</u>	Returns the long int value nearest to the argument	
<u>C++ round()</u>	Returns integral value nearest to argument	
<u>C++ trunc()</u>	Truncates the demical part of a number	
<u>C++ log()</u>	Returns Natural Logarithm of a Number	
<u>C++ atanh()</u>	returns arc hyperbolic tangent of a number	
<u>C++ asinh()</u>	returns arc hyperbolic sine of a number	
<u>C++ acosh()</u>	returns hyperbolic cosine of a number	
<u>C++ fmod()</u>	Computes floating point remainder of division	
<u>C++ tanh()</u>	returns hyperbolic tangent of an angle	
<u>C++ floor()</u>	Returns floor value of decimal number	
<u>C++ ceil()</u>	Return ceiling value of number	
<u>C++ sinh()</u>	returns hyperbolic sine of an angle	
<u>C++ acos()</u>	Returns Inverse cosine a Number	
<u>C++ atan2()</u>	Returns Inverse Tangent of a Coordinate	
<u>C++ tan()</u>	Returns Tangent of the Argument	
<u>C++ atan()</u>	Returns Inverse tangent a Number	
<u>C++ asin()</u>	Returns Inverse Sine a Number	
<u>C++ sin()</u>	Returns Sine of the Argument	
<u>C++ cos()</u>	Returns Cosine of the Argument	

<cstdlib>

Title	Description	
<u>C++ calloc()</u>	allocates block of memory and initializes to zero	
<u>C++ wcstombs()</u>	converts wide character string to multibyte seq	
<u>C++ mbstowcs()</u>	converts multibyte char string to wide char seq	
<u>C++ wctomb()</u>	converts wide character to a multibyte character	
<u>C++ mbtowc()</u>	converts multibyte character to a wide character	
<u>C++ mblen()</u>	determines size of a multibyte character	
<u>C++ lldiv()</u>	computes integral division of two long long int.	
<u>C++ llabs()</u>	returns absolute value of a long long int data	
<u>C++ ldiv()</u>	computes integral division of long int numbers	
<u>C++ labs()</u>	returns absolute value of long or long int number	
<u>C++ abs()</u>	returns absolute value of an integer	
<u>C++ div()</u>	computes integral quotient and remainder of number	
<u>C++ qsort()</u>	sorts array using quick-sort algorithm	
<u>C++ bsearch()</u>	performs binary search on sorted array	
<u>C++ _Exit()</u>	causes termination without cleanup tasks	
<u>C++ quick_exit()</u>	causes termination without cleaning resources	
<u>C++ getenv()</u>	returns pointer to environment variable passed	
<u>C++ at_quick_exit()</u>	registers function and calls on quick termination	
<u>C++ atexit()</u>	registers function to be called on termination	
<u>C++ realloc()</u>	reallocates a block of previously allocated memory	
<u>C++ malloc()</u>	allocates a block of uninitialized memory	
<u>C++ free()</u>	deallocates a block of memory	
<u>C++ srand()</u>	seeds pseudo random number for rand()	
<u>C++ strtoull()</u>	converts string to unsigned long long int	
<u>C++ strtoll()</u>	converts string to long long int in C++	
<u>C++ atol()</u>	Converts String to Integer	
<u>C++ strtol()</u>	Converts a string to number	
<u>C++ atof()</u>	Converts String to Double	
<u>C++ strtod()</u>	returns string float to double	

<iostream>

Title	Description	
<u>C++ wlog</u>	writes to log stream with wide character	
<u>C++ wcerr</u>	prints to error stream as wide character type	
<u>C++ wcout</u>	displays wide characters (Unicode) to screen	
<u>C++ wcin</u>	accepts input in wide character type	
<u>C++ clog</u>	used for streaming logs	
<u>C++ cerr</u>	writes to error stream	
<u>C++ cout</u>	displays output to output device i.e monitor	
<u>C++ cin</u>	accepts input from user	

<csignal>

Title	Description	
<u>C++ raise()</u>	sends signal to the program	
<u>C++ signal()</u>	sets error handler for specified signal	

<locale>

Title	Description	
<u>C++ localeconv()</u>	returns current locale formatting rules	
<u>C++ setlocale()</u>	sets locale information for the current program	

<cstring>

Title	Description	
<u>C++ strxfrm()</u>	transform byte string into implementation def form	
<u>C++ strcoll()</u>	compares two null terminated string	
<u>C++ strlen()</u>	returns length of given string	
<u>C++ strerror()</u>	gives description of system error code	
<u>C++ memset()</u>	copies character to beginning of string n times	
<u>C++ strtok()</u>	split string based on delimiter	
<u>C++ strstr()</u>	finds first occurrence of a substring in string	
<u>C++ strspn()</u>	gives length of maximum initial segment	
<u>C++ strrchr()</u>	searches last occurrence of a character in string	
<u>C++ strpbrk()</u>	search characters in one string in another string	
<u>C++ strcspn()</u>	searches a string for characters in another string	
<u>C++ strchr()</u>	searches for character in string	
<u>C++ memchr()</u>	searches for character in string	
<u>C++ strncmp()</u>	compares two strings lexicographically	
<u>C++ strcmp()</u>	compare two strings	
<u>C++ memcmp()</u>	compares two pointer objects	
<u>C++ strncat()</u>	appends string to end of another string	
<u>C++ strcat()</u>	appends copy of string to end of another string	
<u>C++ strncpy()</u>	copies character string from source to destination	
<u>C++ strcpy()</u>	copies character string from source to destination	
<u>C++ memmove()</u>	copies memory even if there is overlapping blocks	
<u>C++ memcpy()</u>	copies block of memory from source to destination	

<cctype>

Title	Description	
<u>C++ toupper()</u>	converts a given character to uppercase	
<u>C++ tolower()</u>	converts a given character to lowercase	
<u>C++ isxdigit()</u>	checks if given character is hexadecimal character	
<u>C++ isupper()</u>	check if given character is uppercase or not	
<u>C++ isspace()</u>	check if given character is whitespace character	
<u>C++ ispunct()</u>	check if given character is punctuation character	
<u>C++ isprint()</u>	check if given character is printable or not	
<u>C++ islower()</u>	checks if given character is lowercase	
<u>C++ isgraph()</u>	checks if given character is graphic or not	
<u>C++ isdigit()</u>	checks if given character is a digit or not	
<u>C++ iscntrl()</u>	checks if given character is control character	
<u>C++ isblank()</u>	checks if given character is a blank character	
<u>C++ isalpha()</u>	checks if given character is alphabet or not	

<cwctype>

Title	Description	
<u>C++ iswdigit()</u>	checks if given wide character is digit or not	
<u>C++ wctype()</u>	returns wide character classification	
<u>C++ wctrans()</u>	returns current transformation for wide character	
<u>C++ towctrans()</u>	transforms a given wide character	
<u>C++ iswctype()</u>	checks if given wide char has certain property	
<u>C++ towupper()</u>	converts given wide character to uppercase	
<u>C++ towlower()</u>	converts given wide character to lowercase	
<u>C++ iswxdigit()</u>	checks if given wide character is hexadecimal num	
<u>C++ iswupper()</u>	checks if given wide character is uppercase	
<u>C++ iswspace()</u>	checks if given wide character is wide whitespace	
<u>C++ iswpunct()</u>	checks if given wide character is punctuation	
<u>C++ iswprint()</u>	checks if given wide character can be printed	
<u>C++ iswlower()</u>	checks if given wide character is lowercase	
<u>C++ iswgraph()</u>	checks if wide char has graphical representation	
<u>C++ iswcntrl()</u>	checks if given wide char is control character	
<u>C++ iswblank()</u>	checks if given wide character is blank character	
<u>C++ iswalpha()</u>	checks if given wide character is an alphabet	
<u>C++ iswalnum()</u>	checks if given wide character is alphanumeric	

<stdio>

Title	Description	
<u>C++ getc()</u>	reads next character from input stream	
<u>C++ fseek()</u>	sets file position indicator for given file stream	
<u>C++ ungetc()</u>	push previously read character back to the stream	
<u>C++ vsscanf()</u>	read data from a string buffer	
<u>C++ vscanf()</u>	read data from stdin	
<u>C++ vfscanf()</u>	read data from a file stream	
<u>C++ freopen()</u>	opens a new file with stream associated to another	
<u>C++ fflush()</u>	flushes any buffered data to the respective device	
<u>C++ setvbuf()</u>	change or specify buffering mode and buffer size	
<u>C++ perror()</u>	prints error to stderr	
<u>C++ ferror()</u>	checks for errors in given stream	
<u>C++ feof() function</u>	checks if file stream EOF has been reached or not	
<u>C++ clearerr()</u>	resets error flags and EOF indicator for stream	
<u>C++ rewind()</u>	sets file position to beginning of stream	
<u>C++ ftell()</u>	returns current position of file pointer	
<u>C++ fsetpos()</u>	sets stream file pointer to given position	
<u>C++ fgetpos()</u>	gets current file position	
<u>C++ fwrite()</u>	writes specified number of characters to stream	
<u>C++ fread()</u>	reads specified no. of characters from stream	
<u>C++ puts()</u>	writes string to stdout	
<u>C++ putchar()</u>	writes a character to stdout	
<u>C++ putc()</u>	writes character to given output stream	
<u>C++ gets()</u>	reads line from stdin	
<u>C++ getchar()</u>	reads next character from stdin	
<u>C++ fputs()</u>	writes string to file stream	
<u>C++ fputc()</u>	writes character to given output stream	
<u>C++ fgets()</u>	reads n number of characters from file stream	
<u>C++ fgetc()</u>	reads the next character from given input stream	
<u>C++ vsprintf()</u>	write formatted string to a string buffer	
<u>C++ vsnprintf()</u>	write formatted string to string buffer	
<u>C++ vprintf()</u>	printf but takes args from vlist instead	
<u>C++ vfprintf()</u>	write formatted string to file stream	
<u>C++ sscanf()</u>	read data from string buffer	
<u>C++ sprintf()</u>	write a formatted string to buffer	
<u>C++ snprintf()</u>	write formatted string to character string buffer	

<u>C++ scanf</u>	read data form stdin	
<u>C++ printf()</u>	write formatted string to stdout	
<u>C++ fscanf()</u>	read data from file stream	
<u>C++ fprintf()</u>	write a formatted string to file stream	
<u>C++ setbuf()</u>	sets the internal buffer to be used for I/O	
<u>C++ fopen()</u>	opens specified file	
<u>C++ fclose()</u>	closes given file stream	
<u>C++ tmpnam()</u>	generates unique filename	
<u>C++ tmpfile()</u>	creates temporary file with auto-generated name	
<u>C++ rename()</u>	renames or moves specified file	
<u>C++ remove()</u>	deletes the specified file	

<cuchar>

Title	Description	
<u>C++ mbrtoc32()</u>	converts narrow multibyte char to 32 bit char	
<u>C++ mbrtoc16()</u>	converts narrow multibyte char to 16 bit char	
<u>C++ c32rtomb()</u>	converts 32 bit char to narrow multibyte char	
<u>C++ c16rtomb()</u>	converts 16 bit char to narrow multibyte char	

<csetjmp>

Title

Description

[C++ longjmp\(\)](#) and [setjmp\(\)](#) restores previously saved environment

<wchar>

Title	Description	
<u>C++ wscoll()</u>	compares two null terminated wide string	
<u>C++ wcstoull()</u>	converts wide string num to unsigned long long	
<u>C++ wcstoul()</u>	converts wide str of given base to unsigned long	
<u>C++ wcstoll()</u>	converts wide string of specified base to int	
<u>C++ wcsftime()</u>	converts given date and time to wide character str	
<u>C++ wmemset()</u>	copies single wide char for a certain num of time	
<u>C++ wmemmove()</u>	moves wide chars from src to dest	
<u>C++ wmemcpy()</u>	copies specified num of wide char from src to dest	
<u>C++ wmemcmp()</u>	compares wide chars of two wide strings	
<u>C++ wmemchr()</u>	searches for first occurrence of wide char	
<u>C++ wcsxfrm()</u>	transforms wide string to implementation defined	
<u>C++ wcsstr()</u>	finds first occurrence of wide substring in a str	
<u>C++ wcsspncpy()</u>	returns length of maximum initial segment	
<u>C++ wcsrchr()</u>	searches last occurrence of wide char in string	
<u>C++ wcsbrk()</u>	searches for set of wide char in given wide string	
<u>C++ wcsncpy()</u>	copies specified number of wide characters	
<u>C++ wcsncmp()</u>	compares specified number of wide char of strings	
<u>C++ wcsncat()</u>	appends specified num of wide char to another str	
<u>C++ wcslen()</u>	returns length of the given wide string	
<u>C++ wcsncpy()</u>	returns number of wide char before first occurrence	
<u>C++ wcsncpy()</u>	copies wide character string from source to dest	
<u>C++ wcsncmp()</u>	lexicographically compares two wide string	
<u>C++ wcschr()</u>	searches for a wide character in a wide string	

<u>C++ wscat()</u>	appends copy of wide string to the end of another	
<u>C++ wcsrtombs()</u>	convert wide char seq to narrow multibyte char seq	
<u>C++ wctob()</u>	converts wide character to single byte character	
<u>C++ wctomb()</u>	convert wide character to its narrow multibyte rep	
<u>C++ mbsrtowcs()</u>	convert narrow multibyte char seq to wide char seq	
<u>C++ mbsinit()</u>	describe initial conversion state of mbstate_t obj	
<u>C++ mbrtowc()</u>	converts narrow multibyte char to wide char	
<u>C++ mbrlen()</u>	determines size in bytes of a multibyte character	
<u>C++ btowc()</u>	converts character to its wide character	
<u>C++ wcstok()</u>	returns next token in null terminated wide string	
<u>C++ wcstold()</u>	converts wide string float number to long double	
<u>C++ wcstol()</u>	converts wide string float number to long int	
<u>C++ wcstof()</u>	converts wide string float number to float	
<u>C++ wcstod()</u>	converts wide string float number to double	
<u>C++ wscanf()</u>	reads wide character from stdin	
<u>C++ wprintf()</u>	write formatted wide string to stdout	
<u>C++ vwscanf()</u>	read wide character from stdin	
<u>C++ vwprintf()</u>	write formatted wide string to stdout	
<u>C++ vswscanf()</u>	read wide character string from wide string buffer	
<u>C++ vswprintf()</u>	write formatted wide string to wide string buffer	
<u>C++ vfwscanf()</u>	read wide character string from a file stream	
<u>C++ vfwprintf()</u>	write formatted wide string to a file stream	
<u>C++ ungetwc()</u>	push previously read wide character back to stream	
<u>C++ swscanf()</u>	reads wide character from wide string buffer	
<u>C++ swprintf()</u>	write formatted wide string to wide string buffer	
<u>C++ putwchar()</u>	writes wide character to stdout	
<u>C++ putwc()</u>	writes wide character to the given output stream	
<u>C++ getwchar()</u>	reads next wide character from stdin	

<u>C++ getwc()</u>	reads next wide character from input stream	
<u>C++ fwscanf()</u>	reads wide character from file stream	
<u>C++ fwprintf()</u>	write formatted wide string to a file stream	
<u>C++ fwide()</u>	set or query orientation of given file stream	
<u>C++ fputws()</u>	writes wide string except null wide char to output	
<u>C++ fputwc()</u>	writes wide character to the given output stream	
<u>C++ fgetws()</u>	reads specified num of wide characters from stream	
<u>C++ fgetwc()</u>	reads next wide character from given input stream	

<cfenv>

Title	Description	
<u>C++ fetestexcept()</u>	tests floating point exception	
<u>C++ feupdateenv()</u>	updates floating point environment	
<u>C++ feholdexcept()</u>	saves and clear floating point status flags	
<u>C++ fesetenv()</u>	set floating point environment	
<u>C++ fesetround()</u>	set rounding direction	
<u>C++ fegetenv()</u>	store status of floating point env in an object	
<u>C++ fegetround()</u>	gets round direction mode	
<u>C++ fesetexceptflag()</u>	sets given floating point exceptions to the env	
<u>C++ fegetexceptflag()</u>	gets floating point exception flags	
<u>C++ feraiseexcept()</u>	raises floating point exceptions specified	
<u>C++ feclearexcept()</u>	attempts to clear floating point exception flags	

<ctime>

Title	Description	
<u>C++ strftime()</u>	converts calendar time to multibyte character str	
<u>C++ mktime()</u>	converts local calendar time to time since epoch	
<u>C++ localtime()</u>	converts given time since epoch to local time	
<u>C++ gmtime()</u>	converts given time since epoch to UTC time	
<u>C++ ctime()</u>	converts time since epoch to char representation	
<u>C++ asctime()</u>	converts calendar time to character representation	
<u>C++ time()</u>	returns current calendar time	
<u>C++ difftime()</u>	computes difference between two times in seconds	
<u>C++ clock()</u>	returns processor time consumed by program	