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# closedir() – Close a directory

Last Updated: 2021-03-03

## Standards

Standards / Extensions	C or C++	Dependencies
POSIX.1	both	
XPG4		
XPG4.2		
Single UNIX Specification, Version 3		

## Format

```
#define _POSIX_SOURCE
#include <dirent.h>

int closedir(DIR *dir);
```

&gt;

## General description

Closes the directory indicated by *dir*. It frees the buffer that `readdir()` uses when reading the directory stream.

## Returned value

If successful, `closedir()` returns 0.

If unsuccessful, `closedir()` returns -1 and sets `errno` to one of the following values:

### Error Code

#### Description

#### EBADF

*dir* does not refer to an open directory stream.

#### EINTR

`closedir()` was interrupted by a signal. The directory may or may not be closed.

## Example

### CELEBC18

```
/* CELEBC18

   This example closes a directory.

*/
#define _POSIX_SOURCE
```

```
#include <dirent.h>
#include <sys/types.h>
#undef _POSIX_SOURCE
#include <stdio.h>

main() {
    DIR *dir;
    struct dirent *entry;
    int count;

    if ((dir = opendir("/")) == NULL)
        perror("opendir() error");
    else {
        count = 0;
        while ((entry = readdir(dir)) != NULL) {
            printf("directory entry %03d: %s\n", ++count, entry->d_name);
        }
        closedir(dir);
    }
}
```

## Output

```
directory entry 001: .
directory entry 002: ..
directory entry 003: bin
directory entry 004: dev
directory entry 005: etc
directory entry 006: lib
directory entry 007: tmp
directory entry 008: u
directory entry 009: usr
```

## Related information

– [dirent.h – POSIX directory access](#)

- [stdio.h](#) – Standard input and output
- [sys/types.h](#) – typedef symbols and structures
- [opendir\(\)](#) – Open a directory
- [readdir\(\)](#) – Read an entry from a directory
- [rewinddir\(\)](#) – Reposition a directory stream to the beginning
- [seekdir\(\)](#) – Set position of directory stream
- [telldir\(\)](#) – Current location of directory stream

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