

Search:

Go

C++

Information

Tutorials

Reference

Articles

Forum

Reference

C library:

<cassert> (assert.h)

<cctype> (ctype.h)

<cerrno> (errno.h)

<cfenv> (fenv.h)

<cfloat> (float.h)

< cinttypes> (inttypes.h)

<ciso646> (iso646.h)

<climits> (limits.h)

<locale> (locale.h)

<cmath> (math.h)

< csetjmp> (setjmp.h)

<csignal> (signal.h)

<csdarg> (stdarg.h)

<cstdbool> (stdbool.h)

<csddef> (stddef.h)

<csdint> (stdint.h)

<csdio> (stdio.h)

<cstdlib> (stdlib.h)

<cstring> (string.h)

<ctgmth> (tgmath.h)

<ctime> (time.h)

<cuchar> (uchar.h)

<wchar> (wchar.h)

<cwctype> (wctype.h)

Containers:

Input/Output:

Multi-threading:

Other:

header

<ciso646> (iso646.h)

ISO 646 Alternative operator spellings

This header defines eleven macro constants with alternative spellings for those C++ operators not supported by the ISO646 standard character set:

macro	operator
and	&&
and_eq	&=
bitand	&
bitor	
compl	~
not	!
not_eq	!=
or	
or_eq	=
xor	^
xor_eq	^=

In C++, reserved words exist with the same names as these macros and are treated as aliases of their respective operator. Therefore the inclusion of this header has no effect in C++, and is not necessary in order to use the alternative names.