

# EECS 22L Discussion

Huan Chen, 2/21/2017

# C standard libraries overview

- ▶ <http://www.cplusplus.com/reference/>

<b>&lt;cassert&gt; (assert.h)</b>	C Diagnostics Library ( <a href="#">header</a> )
<b>&lt;cctype&gt; (ctype.h)</b>	Character handling functions ( <a href="#">header</a> )
<b>&lt;cerrno&gt; (errno.h)</b>	C Errors ( <a href="#">header</a> )
<b>&lt;cfenv&gt; (fenv.h)</b>	Floating-point environment ( <a href="#">header</a> )
<b>&lt;cfloat&gt; (float.h)</b>	Characteristics of floating-point types ( <a href="#">header</a> )
<b>&lt;cinttypes&gt; (inttypes.h)</b>	C integer types ( <a href="#">header</a> )
<b>&lt;ciso646&gt; (iso646.h)</b>	ISO 646 Alternative operator spellings ( <a href="#">header</a> )
<b>&lt;climits&gt; (limits.h)</b>	Sizes of integral types ( <a href="#">header</a> )
<b>&lt;clocale&gt; (locale.h)</b>	C localization library ( <a href="#">header</a> )
<b>&lt;cmath&gt; (math.h)</b>	C numerics library ( <a href="#">header</a> )
<b>&lt;csetjmp&gt; (setjmp.h)</b>	Non local jumps ( <a href="#">header</a> )
<b>&lt;csignal&gt; (signal.h)</b>	C library to handle signals ( <a href="#">header</a> )
<b>&lt;cstdarg&gt; (stdarg.h)</b>	Variable arguments handling ( <a href="#">header</a> )
<b>&lt;cstdbool&gt; (stdbool.h)</b>	Boolean type ( <a href="#">header</a> )
<b>&lt;cstddef&gt; (stddef.h)</b>	C Standard definitions ( <a href="#">header</a> )
<b>&lt;cstdint&gt; (stdint.h)</b>	Integer types ( <a href="#">header</a> )
<b>&lt;cstdio&gt; (stdio.h)</b>	C library to perform Input/Output operations ( <a href="#">header</a> )
<b>&lt;cstdlib&gt; (stdlib.h)</b>	C Standard General Utilities Library ( <a href="#">header</a> )
<b>&lt;cstring&gt; (string.h)</b>	C Strings ( <a href="#">header</a> )
<b>&lt;ctgmath&gt; (tgmath.h)</b>	Type-generic math ( <a href="#">header</a> )
<b>&lt;ctime&gt; (time.h)</b>	C Time Library ( <a href="#">header</a> )

# Characters Manipulation

## ctype.h

### Character classification functions

They check whether the character passed as parameter belongs to a certain category:

<b>isalnum</b>	Check if character is alphanumeric ( <a href="#">function</a> )
<b>isalpha</b>	Check if character is alphabetic ( <a href="#">function</a> )
<b>isblank</b> <small>C++</small>	Check if character is blank ( <a href="#">function</a> )
<b>iscntrl</b>	Check if character is a control character ( <a href="#">function</a> )
<b>isdigit</b>	Check if character is decimal digit ( <a href="#">function</a> )
<b>isgraph</b>	Check if character has graphical representation ( <a href="#">function</a> )
<b>islower</b>	Check if character is lowercase letter ( <a href="#">function</a> )
<b>isprint</b>	Check if character is printable ( <a href="#">function</a> )
<b>ispunct</b>	Check if character is a punctuation character ( <a href="#">function</a> )
<b>isspace</b>	Check if character is a white-space ( <a href="#">function</a> )
<b>isupper</b>	Check if character is uppercase letter ( <a href="#">function</a> )
<b>isxdigit</b>	Check if character is hexadecimal digit ( <a href="#">function</a> )

### Character conversion functions

Two functions that convert between letter cases:

<b>tolower</b>	Convert uppercase letter to lowercase ( <a href="#">function</a> )
<b>toupper</b>	Convert lowercase letter to uppercase ( <a href="#">function</a> )

# String Manipulation (1)

## <cstring> (string.h)

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### C Strings

This header file defines several functions to manipulate *C strings* and arrays.

### Functions

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#### Copying:

<b>memcpy</b>	Copy block of memory ( <a href="#">function</a> )
<b>memmove</b>	Move block of memory ( <a href="#">function</a> )
<b>strcpy</b>	Copy string ( <a href="#">function</a> )
<b>strncpy</b>	Copy characters from string ( <a href="#">function</a> )

#### Concatenation:

<b>strcat</b>	Concatenate strings ( <a href="#">function</a> )
<b>strncat</b>	Append characters from string ( <a href="#">function</a> )

#### Comparison:

<b>memcmp</b>	Compare two blocks of memory ( <a href="#">function</a> )
<b>strcmp</b>	Compare two strings ( <a href="#">function</a> )
<b>strcoll</b>	Compare two strings using locale ( <a href="#">function</a> )
<b>strncmp</b>	Compare characters of two strings ( <a href="#">function</a> )
<b>strxfrm</b>	Transform string using locale ( <a href="#">function</a> )

# String Manipulation (2)

## <cstring> (string.h)

### C Strings

This header file defines several functions to manipulate *C strings* and arrays.

#### Searching:

<b>memchr</b>	Locate character in block of memory ( <a href="#">function</a> )
<b>strchr</b>	Locate first occurrence of character in string ( <a href="#">function</a> )
<b>strcspn</b>	Get span until character in string ( <a href="#">function</a> )
<b>strupr</b>	Locate characters in string ( <a href="#">function</a> )
<b>strrchr</b>	Locate last occurrence of character in string ( <a href="#">function</a> )
<b>strspn</b>	Get span of character set in string ( <a href="#">function</a> )
<b>strstr</b>	Locate substring ( <a href="#">function</a> )
<b>strtok</b>	Split string into tokens ( <a href="#">function</a> )

#### Other:

<b>memset</b>	Fill block of memory ( <a href="#">function</a> )
<b>strerror</b>	Get pointer to error message string ( <a href="#">function</a> )
<b>strlen</b>	Get string length ( <a href="#">function</a> )

# File Manipulation

- ▶ `getline()` vs `fgets()`
- ▶ <http://crasseux.com/books/ctutorial/getline.html>

```
#define _GNU_SOURCE
#include <stdio.h>

ssize_t getline(char **lineptr, size_t *n, FILE *stream);
ssize_t getdelim(char **lineptr, size_t *n, int delim, FILE *stream);
```

function

## **fgets**

---

```
char * fgets ( char * str, int num, FILE * stream );
```

**Get string from stream**

- ▶ To read a line, suggest `getline()`, less error-prone.