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### ***Rocky Enterprise Linux 9.2 Manual Pages on command 'ispunct.3'***

**\$ man ispunct.3**

ISALPHA(3)                      Linux Programmer's Manual                      ISALPHA(3)

#### NAME

isalnum, isalpha, isascii, isblank, iscntrl, isdigit, isgraph, islower, isprint, ispunct, isspace, isupper, isxdigit, isalnum\_l, isalpha\_l, isascii\_l, isblank\_l, iscntrl\_l, is?digit\_l, isgraph\_l, islower\_l, isprint\_l, ispunct\_l, isspace\_l, isupper\_l, isxdigit\_l - character classification functions

#### SYNOPSIS

```
#include <ctype.h>

int isalnum(int c);
int isalpha(int c);
int iscntrl(int c);
int isdigit(int c);
int isgraph(int c);
int islower(int c);
int isprint(int c);
int ispunct(int c);
int isspace(int c);
int isupper(int c);
int isxdigit(int c);
int isascii(int c);
int isblank(int c);
int isalnum_l(int c, locale_t locale);
int isalpha_l(int c, locale_t locale);
```

```
int isblank_I(int c, locale_t locale);
int iscntrl_I(int c, locale_t locale);
int isdigit_I(int c, locale_t locale);
int isgraph_I(int c, locale_t locale);
int islower_I(int c, locale_t locale);
int isprint_I(int c, locale_t locale);
int ispunct_I(int c, locale_t locale);
int isspace_I(int c, locale_t locale);
int isupper_I(int c, locale_t locale);
int isxdigit_I(int c, locale_t locale);
int isascii_I(int c, locale_t locale);
```

Feature Test Macro Requirements for glibc (see feature\_test\_macros(7)):

isascii():

```
_XOPEN_SOURCE
```

```
|| /* Glibc since 2.19: */ _DEFAULT_SOURCE
```

```
|| /* Glibc versions <= 2.19: */ _SVID_SOURCE
```

isblank():

```
_ISOC99_SOURCE || _POSIX_C_SOURCE >= 200112L
```

isalnum\_I(), isalpha\_I(), isblank\_I(), iscntrl\_I(), isdigit\_I(), isgraph\_I(), islower\_I(),

isprint\_I(), ispunct\_I(), isspace\_I(), isupper\_I(), isxdigit\_I():

Since glibc 2.10:

```
_XOPEN_SOURCE >= 700
```

Before glibc 2.10:

```
_GNU_SOURCE
```

isascii\_I():

Since glibc 2.10:

```
_XOPEN_SOURCE >= 700 && (_SVID_SOURCE || _BSD_SOURCE)
```

Before glibc 2.10:

```
_GNU_SOURCE
```

## DESCRIPTION

These functions check whether `c`, which must have the value of an unsigned char or EOF, falls into a certain character class according to the specified locale. The functions without the "\_I" suffix perform the check based on the current locale.

The functions with the "\_" suffix perform the check based on the locale specified by the locale object locale. The behavior of these functions is undefined if locale is the special locale object LC\_GLOBAL\_LOCALE (see duplocale(3)) or is not a valid locale object handle.

The list below explains the operation of the functions without the "\_" suffix; the functions with the "\_" suffix differ only in using the locale object locale instead of the current locale.

isalnum()

checks for an alphanumeric character; it is equivalent to (isalpha(c) || isdigit(c)).

isalpha()

checks for an alphabetic character; in the standard "C" locale, it is equivalent to (isupper(c) || islower(c)). In some locales, there may be additional characters for which isalpha() is true? letters which are neither uppercase nor lowercase.

isascii()

checks whether c is a 7-bit unsigned char value that fits into the ASCII character set.

isblank()

checks for a blank character; that is, a space or a tab.

isctrl()

checks for a control character.

isdigit()

checks for a digit (0 through 9).

isgraph()

checks for any printable character except space.

islower()

checks for a lowercase character.

isprint()

checks for any printable character including space.

ispunct()

checks for any printable character which is not a space or an alphanumeric character.

isspace()

checks for white-space characters. In the "C" and "POSIX" locales, these are: space, form-feed ('\f'), newline ('\n'), carriage return ('\r'), horizontal tab ('\t'), and vertical tab ('\v').

isupper()

checks for an uppercase letter.

isxdigit()

checks for hexadecimal digits, that is, one of  
0 1 2 3 4 5 6 7 8 9 a b c d e f A B C D E F.

#### RETURN VALUE

The values returned are nonzero if the character c falls into the tested class, and zero if not.

#### VERSIONS

isalnum\_l(), isalpha\_l(), isblank\_l(), iscntrl\_l(), isdigit\_l(), isgraph\_l(), islower\_l(), isprint\_l(), ispunct\_l(), isspace\_l(), isupper\_l(), isxdigit\_l(), and isascii\_l() are available since glibc 2.3.

#### ATTRIBUTES

For an explanation of the terms used in this section, see attributes(7).

??

?Interface                    ? Attribute   ? Value   ?

??

?isalnum(), isalpha(), isascii(), ? Thread safety ? MT-Safe ?

?isblank(), iscntrl(), isdigit(), ?                    ?                    ?

?isgraph(), islower(), isprint(), ?                    ?                    ?

?ispunct(), isspace(), isupper(), ?                    ?                    ?

?isxdigit()                    ?                    ?                    ?

??

#### CONFORMING TO

C89 specifies isalnum(), isalpha(), iscntrl(), isdigit(), isgraph(), islower(), isprint(), ispunct(), isspace(), isupper(), and isxdigit(), but not isascii() and isblank().  
POSIX.1-2001 also specifies those functions, and also isascii() (as an XSI extension) and isblank(). C99 specifies all of the preceding functions, except isascii().  
POSIX.1-2008 marks isascii() as obsolete, noting that it cannot be used portably in a localized application.

POSIX.1-2008 specifies `isalnum_l()`, `isalpha_l()`, `isblank_l()`, `isctrnl_l()`, `isdigit_l()`, `isgraph_l()`, `islower_l()`, `isprint_l()`, `ispunct_l()`, `isspace_l()`, `isupper_l()`, and `isxdigit_l()`.  
`isascii_l()` is a GNU extension.

## NOTES

The standards require that the argument `c` for these functions is either `EOF` or a value that is representable in the type `unsigned char`. If the argument `c` is of type `char`, it must be cast to `unsigned char`, as in the following example:

```
char c;  
  
...  
  
res = toupper((unsigned char) c);
```

This is necessary because `char` may be the equivalent of signed `char`, in which case a byte where the top bit is set would be sign extended when converting to `int`, yielding a value that is outside the range of `unsigned char`.

The details of what characters belong to which class depend on the locale. For example, `isupper()` will not recognize an A-umlaut (ä) as an uppercase letter in the default C locale.

## SEE ALSO

`iswalnum(3)`, `iswalph(3)`, `iswblank(3)`, `iswcntrl(3)`, `iswdigit(3)`, `iswgraph(3)`, `iswlower(3)`, `iswprint(3)`, `iswpunct(3)`, `iswspace(3)`, `iswupper(3)`, `iswxdigit(3)`, `newlocale(3)`, `setlocale(3)`, `toascii(3)`, `tolower(3)`, `toupper(3)`, `uselocale(3)`, `ascii(7)`, `locale(7)`

## COLOPHON

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