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## Red Hat Enterprise Linux Release 9.2 Manual Pages on 'strfmon\_I.3' command

## \$ man strfmon\_I.3

STRFMON(3)

Linux Programmer's Manual

STRFMON(3)

NAME

strfmon, strfmon\_I - convert monetary value to a string

### **SYNOPSIS**

# **DESCRIPTION**

The strfmon() function formats the specified monetary amount according to the current locale and format specification format and places the result in the character array s of size max.

The strfmon\_I() function performs the same task, but uses the locale specified by locale. The behavior of strfmon\_I() is undefined if lo? cale is the special locale object LC\_GLOBAL\_LOCALE (see duplocale(3)) or is not a valid locale object handle.

Ordinary characters in format are copied to s without conversion. Con? version specifiers are introduced by a '%' character. Immediately fol? lowing it there can be zero or more of the following flags:

- =f The single-byte character f is used as the numeric fill charac? ter (to be used with a left precision, see below). When not specified, the space character is used.
- ^ Do not use any grouping characters that might be defined for the

current locale. By default, grouping is enabled.

- ( or + The ( flag indicates that negative amounts should be enclosed between parentheses. The + flag indicates that signs should be handled in the default way, that is, amounts are preceded by the locale's sign indication, for example, nothing for positive, "-" for negative.
- ! Omit the currency symbol.
- Left justify all fields. The default is right justification.

Next, there may be a field width: a decimal digit string specifying a minimum field width in bytes. The default is 0. A result smaller than this width is padded with spaces (on the left, unless the left-justify flag was given).

Next, there may be a left precision of the form "#" followed by a deci? mal digit string. If the number of digits left of the radix character is smaller than this, the representation is padded on the left with the numeric fill character. Grouping characters are not counted in this field width.

Next, there may be a right precision of the form "." followed by a dec? imal digit string. The amount being formatted is rounded to the speci? fied number of digits prior to formatting. The default is specified in the frac\_digits and int\_frac\_digits items of the current locale. If the right precision is 0, no radix character is printed. (The radix character here is determined by LC\_MONETARY, and may differ from that specified by LC\_NUMERIC.)

Finally, the conversion specification must be ended with a conversion character. The three conversion characters are

- % (In this case, the entire specification must be exactly "%%".)
  Put a '%' character in the result string.
- i One argument of type double is converted using the locale's in? ternational currency format.
- n One argument of type double is converted using the locale's na? tional currency format.

RETURN VALUE Page 2/4

The strfmon() function returns the number of characters placed in the array s, not including the terminating null byte, provided the string, including the terminating null byte, fits. Otherwise, it sets error to E2BIG, returns -1, and the contents of the array is undefined.

#### **ATTRIBUTES**

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

?Interface ? Attribute ? Value ?

?strfmon() ? Thread safety ? MT-Safe locale ?

?strfmon\_l() ? Thread safety ? MT-Safe

#### **CONFORMING TO**

POSIX.1-2001, POSIX.1-2008.

## **EXAMPLES**

The call

strfmon(buf, sizeof(buf), "[%^=\*#6n] [%=\*#6i]",

1234.567, 1234.567);

outputs

[? \*\*1234,57] [EUR \*\*1 234,57]

in the nl\_NL locale. The de\_DE, de\_CH, en\_AU, and en\_GB locales yield

[ \*\*1234,57 ?] [ \*\*1.234,57 EUR]

[ Fr. \*\*1234.57] [ CHF \*\*1'234.57]

[\$\*\*1234.57] [AUD\*\*1,234.57]

[ ?\*\*1234.57] [ GBP\*\*1,234.57]

### SEE ALSO

duplocale(3), setlocale(3), sprintf(3), locale(7)

#### **COLOPHON**

This page is part of release 5.10 of the Linux man-pages project. A description of the project, information about reporting bugs, and the latest version of this page, can be found at

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