NAME

lfind, lsearch − linear search of an array

SYNOPSIS

```
#include <search.h>

void *lfind(const void *key, const void *base, size_t *nmemb,
    size_t size, int(*compar)(const void *, const void *));

void *lsearch(const void *key, void *base, size_t *nmemb,
    size_t size, int(*compar)(const void *, const void *));
```

DESCRIPTION

lfind() and **lsearch**() perform a linear search for *key* in the array *base* which has **nmemb* elements of *size* bytes each. The comparison function referenced by *compar* is expected to have two arguments which point to the *key* object and to an array member, in that order, and which returns zero if the *key* object matches the array member, and nonzero otherwise.

If **lsearch**() does not find a matching element, then the *key* object is inserted at the end of the table, and **nmemb* is incremented. In particular, one should know that a matching element exists, or that more room is available.

RETURN VALUE

lfind() returns a pointer to a matching member of the array, or NULL if no match is found. **lsearch**() returns a pointer to a matching member of the array, or to the newly added member if no match is found.

ATTRIBUTES

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

Interface	Attribute	Value
lfind(), **lsearch**()	Thread safety	MT-Safe

CONFORMING TO

POSIX.1-2001, POSIX.1-2008, SVr4, 4.3BSD. Present in libc since libc-4.6.27.

BUGS

The naming is unfortunate.

SEE ALSO

bsearch(3), **hsearch**(3), **tsearch**(3)

COLOPHON

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