

ISO C library headers

Name	From	Description
<assert.h>		Contains the assert macro, used to assist with detecting logical errors and other types of bug in debugging versions of a program.
<complex.h>	C99	A set of functions for manipulating complex numbers .
<ctype.h>		Contains functions used to classify characters by their types or to convert between upper and lower case in a way that is independent of the used character set (typically ASCII or one of its extensions, although implementations utilizing EBCDIC are also known).
<errno.h>		For testing error codes reported by library functions.
<fenv.h>	C99	For controlling floating-point environment.
<float.h>		Contains defined constants specifying the implementation-specific properties of the floating-point library, such as the minimum difference between two different floating-point numbers (_EPSILON), the maximum number of digits of accuracy (_DIG) and the range of numbers which can be represented (_MIN , _MAX).
<inttypes.h>	C99	For precise conversion between integer types.
<iso646.h>	NA1	For programming in ISO 646 variant character sets.
<limits.h>		Contains defined constants specifying the implementation-specific properties of the integer types, such as the range of numbers which can be represented (_MIN , _MAX).
<locale.h>		For setlocale and related constants. This is used to choose an appropriate locale .
<math.h>		For computing common mathematical functions.
<setjmp.h>		Declares the macros setjmp and longjmp , which are used for non-local exits.
<signal.h>		For controlling various exceptional conditions.
<stdarg.h>		For accessing a varying number of arguments passed to functions.
<stdbool.h>	C99	For a boolean data type.
<stdint.h>	C99	For defining various integer types.
<stddef.h>		For defining several useful types and macros.
<stdio.h>		Provides the core input and output capabilities of the C language. This file includes the venerable printf function.
<stdlib.h>		For performing a variety of operations, including conversion, pseudo-random numbers , memory allocation, process control, environment, signalling, searching, and sorting.
<string.h>		For manipulating several kinds of strings.
<tgmath.h>	C99	For type-generic mathematical functions.
<time.h>		For converting between various time and date formats.
<wchar.h>	NA1	For manipulating wide streams and several kinds of strings using wide characters - key to supporting a range of languages.
<wctype.h>	NA1	For classifying wide characters.