

**NAME**

`atoi()` - converts ASCII to integer

**SYNOPSIS**

```
#include <schily/schily.h>
```

```
char *atoi(string,result)
```

```
char *string; /* the string to convert */
```

```
int *result; /* where to store the result */
```

**DESCRIPTION**

`atoi()` converts the characters pointed to by *string* to an integer stored at *result*. It returns a pointer to the first character in the string that was not used for the conversion. If the entire string is to be used, it should point to a NULL character (`'\0'`). Leading spaces and tabs are skipped.

The ASCII string accepts a leading '+' or '-'. A leading zero in the string makes the number octal, while a leading 0x makes the number hexadecimal. Leading spaces and tabs are skipped.

**RETURNS**

Returns a pointer to the first unused character.

**EXAMPLES**

```
if (*atoi(string, &i) != '\0')
    error("Not a number %s\n", string);
```

**SEE ALSO**

`astol(3)`

**NOTES**

Range errors are not checked. Conversion stops (and a pointer is returned) at the first non-numeric character other than the leading sign or 0x, as described above.