

**NAME**

**atol**, **atoll** - convert ASCII string to *long* or *long long* integer

**LIBRARY**

Standard C Library (libc, -lc)

**SYNOPSIS**

```
#include <stdlib.h>
```

*long*

```
atol(const char *nptr);
```

*long long*

```
atoll(const char *nptr);
```

**DESCRIPTION**

The **atol()** function converts the initial portion of the string pointed to by *nptr* to *long* integer representation.

It is equivalent to:

```
strtol(nptr, (char **)NULL, 10);
```

The **atoll()** function converts the initial portion of the string pointed to by *nptr* to *long long* integer representation.

It is equivalent to:

```
strtoll(nptr, (char **)NULL, 10);
```

**COMPATIBILITY**

The FreeBSD implementations of the **atol()** and **atoll()** functions are thin wrappers around **strtol()** and **strtoll()** respectively, so these functions will affect the value of *errno* in the same way that the **strtol()** and **strtoll()** functions are able to. This behavior of **atol()** and **atoll()** is not required by ISO/IEC 9899:1990 ("ISO C90") or ISO/IEC 9899:1999 ("ISO C99"), but it is allowed by all of ISO/IEC 9899:1990 ("ISO C90"), ISO/IEC 9899:1999 ("ISO C99") and IEEE Std 1003.1-2001 ("POSIX.1").

**ERRORS**

The functions **atol()** and **atoll()** may affect the value of *errno* on an error.

**SEE ALSO**

atof(3), atoi(3), strtod(3), strtol(3), strtoul(3)

**STANDARDS**

The **atol()** function conforms to ISO/IEC 9899:1990 ("ISO C90"). The **atoll()** function conforms to ISO/IEC 9899:1999 ("ISO C99").