

NAME

iswalnum, iswalph, iswascii, iswblank, iswcntrl, iswdigit, iswgraph, iswhexnumber, iswideogram, iswlower, iswnumber, iswphonogram, iswprint, iswpunct, iswrune, iswspace, iswspecial, iswupper, iswxdigit - wide character classification utilities

LIBRARY

Standard C Library (libc, -lc)

SYNOPSIS

```
#include <wctype.h>
```

int

```
iswalnum(wint_t wc);
```

int

```
iswalph(wint_t wc);
```

int

```
iswascii(wint_t wc);
```

int

```
iswblank(wint_t wc);
```

int

```
iswcntrl(wint_t wc);
```

int

```
iswdigit(wint_t wc);
```

int

```
iswgraph(wint_t wc);
```

int

```
iswhexnumber(wint_t wc);
```

int

```
iswideogram(wint_t wc);
```

int

```
iswlower(wint_t wc);
```

int

iswnumber(*wint_t wc*);

int

iswphonogram(*wint_t wc*);

int

iswprint(*wint_t wc*);

int

iswpunct(*wint_t wc*);

int

iswrune(*wint_t wc*);

int

iswspace(*wint_t wc*);

int

iswspecial(*wint_t wc*);

int

iswupper(*wint_t wc*);

int

iswxdigit(*wint_t wc*);

DESCRIPTION

The above functions are character classification utility functions, for use with wide characters (*wchar_t* or *wint_t*). See the description for the similarly-named single byte classification functions (like [isalnum\(3\)](#)), for details.

RETURN VALUES

The functions return zero if the character tests false and return non-zero if the character tests true.

SEE ALSO

[isalnum\(3\)](#), [isalpha\(3\)](#), [isascii\(3\)](#), [isblank\(3\)](#), [iscntrl\(3\)](#), [isdigit\(3\)](#), [isgraph\(3\)](#), [ishexnumber\(3\)](#), [isideogram\(3\)](#), [islower\(3\)](#), [isnumber\(3\)](#), [isphonogram\(3\)](#), [isprint\(3\)](#), [ispunct\(3\)](#), [isrune\(3\)](#), [isspace\(3\)](#), [isspecial\(3\)](#), [isupper\(3\)](#), [isxdigit\(3\)](#), [wctype\(3\)](#)

STANDARDS

These functions conform to IEEE Std 1003.1-2001 ("POSIX.1"), except **iswascii()**, **iswhexnumber()**, **iswideogram()**, **iswnumber()**, **iswphonogram()**, **iswrune()** and **iswspecial()**, which are FreeBSD extensions.

CAVEATS

The result of these functions is undefined unless the argument is WEOF or a valid *wchar_t* value for the current locale.