

NAME

isalpha, isupper, islower, isdigit, isalnum, isspace, ispunct, isprint, iscntrl, isascii — character classification

SYNOPSIS

```
#include <ctype.h>
```

```
int isalpha (c)
```

```
int c;
```

```
...
```

DESCRIPTION

These macros classify ASCII-coded integer values by table lookup. Each is a predicate returning nonzero for true, zero for false. *Isascii* is defined on all integer values; the rest are defined only where *isascii* is true and on the single non-ASCII value EOF (see *stdio(3S)*).

<i>isalpha</i>	<i>c</i> is a letter
<i>isupper</i>	<i>c</i> is an upper case letter
<i>islower</i>	<i>c</i> is a lower case letter
<i>isdigit</i>	<i>c</i> is a digit
<i>isalnum</i>	<i>c</i> is an alphanumeric
<i>isspace</i>	<i>c</i> is a space, tab, carriage return, new-line, or form-feed
<i>ispunct</i>	<i>c</i> is a punctuation character (neither control nor alphanumeric)
<i>isprint</i>	<i>c</i> is a printing character, code 040 (space) through 0176 (tilde)
<i>iscntrl</i>	<i>c</i> is a delete character (0177(8)) or ordinary control character (less than 040).
<i>isascii</i>	<i>c</i> is an ASCII character, code less than 0200

SEE ALSO

ascii(7)