

# Keyword and Function Reference

These are the 46 C++ standard keywords:

auto	double	new*	switch
asm*	else	operator*	template
break	enum	private*	this*
case	extern	protected	typedef
catch*	float	public*	union
char	for	register	unsigned
class*	friend*	return	virtual*
const	goto	short	void
continue	if	signed	volatile
default	inline*	sizeof	while
delete*	int	static	
do	long	struct	

\* These keywords are specific to C++. All others exist in both C and C++.

The following are the built-in function prototypes, listed by their header files. The prototypes describe the parameter data types that each function requires.

## stdio.h

```
int fclose(FILE *stream);
int feof(FILE *stream);
int ferror(FILE *stream);
int fflush(FILE *stream);
int fgetc(FILE *stream);
char *fgets(char *, int, FILE *stream);
FILE *fopen(const char *filename, const char *mode);
int fprintf(FILE *stream, const char *format, ...);
int fputc(int, FILE *stream);
int fputs(const char *, FILE *stream);
size_t fread(void *, size_t, size_t, FILE *stream);
int fscanf(FILE *stream, const char *format, ...);
int fseek(FILE *stream, long offset, int origin);
size_t fwrite(const void *, size_t, size_t, FILE *stream);
int getc(FILE *stream);
int getchar(void);
char *gets(char *);
void perror(const char *);
int putc(int, FILE *stream);
int putchar(int);
int puts(const char *);
int remove(const char *filename);
void rewind(FILE *stream);
int scanf(const char *format, ...);
```

## ctype.h

```
int isalnum(unsigned char);
int isalpha(unsigned char);
int iscntrl(unsigned char);
int isdigit(unsigned char);
int isgraph(unsigned char);
int islower(unsigned char);
```

```
int isprint(unsigned char);
int ispunct(unsigned char);
int isspace(unsigned char);
int isupper(unsigned char);
int isxdigit(unsigned char);
int tolower(int);
int toupper(int);
```

## string.h

```
char *strcat(char *, char *);
int strcmp(char *, char *);
int strcpy(char *, char *);
size_t strlen(char *);
```

## math.h

```
double ceil(double);
double cos(double);
double exp(double);
double fabs(double);
double floor(double);
double fmod(double, double);
double log(double);
double log10(double);
double pow(double, double);
double sin(double);
double sqrt(double);
double tan(double);
```

## stdlib.h

```
double atof(const char *);
int atoi(const char *);
long atol(const char *);
void exit(int);
int rand(void);
void srand(unsigned int);
```

