NAME

exit, _Exit - perform normal program termination

LIBRARY

Standard C Library (libc, -lc)

SYNOPSIS

#include <stdlib.h>

void
exit(int status);

void _**Exit**(int status);

DESCRIPTION

The **exit**() and **_Exit**() functions terminate a process.

Before termination, **exit**() performs the following functions in the order listed:

- 1. Call all functions registered with the __cxa_atexit(3) function (which are typically destructors from the loaded dynamic objects), and the functions registered with the atexit(3) function, in the reverse order of their registration.
- 2. Flush all open output streams.
- 3. Close all open streams.

The **_Exit**() function terminates without calling the functions registered with the atexit(3) function, and may or may not perform the other actions listed. The FreeBSD implementation of the **_Exit**() function does not call destructors registered with **__**cxa_atexit(3,) does not flush buffers, and does not close streams.

Both functions make the low-order eight bits of the *status* argument available to a parent process which has called a wait(2)-family function.

The C Standard (ISO/IEC 9899:1999 ("ISO C99")) defines the values 0, EXIT_SUCCESS, and EXIT_FAILURE as possible values of *status*. Cooperating processes may use other values; in a program which might be called by a mail transfer agent, the values described in sysexits(3) may be used to provide more information to the parent process.

Note that **exit**() does nothing to prevent bottomless recursion should a function registered using atexit(3) itself call **exit**(). Such functions must call **_Exit**() instead (although this has other effects as well which may not be desired).

RETURN VALUES

The **exit**() and **_Exit**() functions never return.

SEE ALSO

_exit(2), abort2(2), wait(2), at_quick_exit(3), atexit(3), intro(3), quick_exit(3), sysexits(3), tmpfile(3)

STANDARDS

The exit() and _Exit() functions conform to ISO/IEC 9899:1999 ("ISO C99").

HISTORY

The **exit**() function appeared in Version 1 AT&T UNIX.