

**NAME**

**fmod**, **fmodf**, **fmodl** - floating-point remainder functions

**LIBRARY**

Math Library (libm, -lm)

**SYNOPSIS**

```
#include <math.h>
```

*double*

```
fmod(double x, double y);
```

*float*

```
fmodf(float x, float y);
```

*long double*

```
fmodl(long double x, long double y);
```

**DESCRIPTION**

The **fmod()**, **fmodf()**, and **fmodl()** functions compute the floating-point remainder of *x*/ *y*.

**RETURN VALUES**

If *y* is non-zero, the **fmod()**, **fmodf()**, and **fmodl()** functions return the value *x*-*i*\**y*, for some integer *i*, such that the result has the same sign as *x* and magnitude less than the magnitude of *y*. If *y* is zero, a NaN is produced.

**SEE ALSO**

math(3)

**STANDARDS**

The **fmod()**, **fmodf()**, and **fmodl()** functions conform to ISO/IEC 9899:1999 ("ISO C99").

**HISTORY**

An **fmod()** function first appeared in Version 5 AT&T UNIX.