NAME
    getprogname, **setprogname** - get or set the program name

LIBRARY
    Standard C Library (libc, -lc)

SYNOPSIS
    #include <stdlib.h>

    const char *
    getprogname(*void*);

    void
    setprogname(*const char *progname*);

DESCRIPTION
    The **getprogname**() and **setprogname**() functions manipulate the name of the current program. They are
    used by error-reporting routines to produce consistent output.

    The **getprogname**() function returns the name of the program. If the name has not been set yet, it will
    return NULL.

    The **setprogname**() function sets the name of the program to be the last component of the *progname*
    argument. Since a pointer to the given string is kept as the program name, it should not be modified for
    the rest of the program's lifetime.

    In FreeBSD, the name of the program is set by the start-up code that is run before **main**(); thus, running
    setprogname() is not necessary. Programs that desire maximum portability should still call it; on another
    operating system, these functions may be implemented in a portability library. Calling **setprogname**()
    allows the aforementioned library to learn the program name without modifications to the start-up code.

EXAMPLES
    The following example presents a simple program, which shows the difference between **getprogname**()
    and *argv[0]*.

```
#include <stdio.h>
#include <stdlib.h>

int
main(int argc, char** argv)
```

```
        {
                printf("getprogname(): %s\n", getprogname());
                printf("argv[0]: %s\n", argv[0]);
                return (0);
        }
```

When compiled and executed (e.g., with './a.out') the output of the program is going to look like this:

```
        getprogname(): a.out
        argv[0]: ./a.out
```

SEE ALSO

   err(3), setproctitle(3)

HISTORY

   These functions first appeared in NetBSD 1.6, and made their way into FreeBSD 4.4.