

**NAME**

**isxdigit**, **ishexnumber**, **isxdigit\_l**, **ishexnumber\_l** - hexadecimal-digit character test

**LIBRARY**

Standard C Library (libc, -lc)

**SYNOPSIS**

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

*int*

```
isxdigit(int c);
```

*int*

```
ishexnumber(int c);
```

*int*

```
isxdigit_l(int c, locale_t loc);
```

*int*

```
ishexnumber_l(int c, locale_t loc);
```

**DESCRIPTION**

The **isxdigit()** and **isxdigit\_l()** functions test for any hexadecimal-digit character. Regardless of locale, this includes the following characters only:

‘0’	‘1’	‘2’	‘3’	‘4’
‘5’	‘6’	‘7’	‘8’	‘9’
‘A’	‘B’	‘C’	‘D’	‘E’
‘F’	‘a’	‘b’	‘c’	‘d’
‘e’	‘f’			

The **ishexnumber()** and **ishexnumber\_l()** functions behave similarly to **isxdigit()** and **isxdigit\_l()**, but may recognize additional characters, depending on the current locale setting.

The value of the argument must be representable as an *unsigned char* or the value of EOF.

The *\_l*-suffixed versions take an explicit locale argument, whereas the non-suffixed versions use the current global or per-thread locale.

**RETURN VALUES**

The **isxdigit()** and **isxdigit\_l()** functions return zero if the character tests false and return non-zero if the character tests true.

### COMPATIBILITY

The 4.4BSD extension of accepting arguments outside of the range of the *unsigned char* type in locales with large character sets is considered obsolete and may not be supported in future releases. The **iswxdigit()** or **iswxdigit\_l()** function should be used instead.

### SEE ALSO

[ctype\(3\)](#), [ctype\\_l\(3\)](#), [iswxdigit\(3\)](#), [iswxdigit\\_l\(3\)](#), [xlocale\(3\)](#), [ascii\(7\)](#)

### STANDARDS

The **isxdigit()** function conforms to ISO/IEC 9899:1990 ("ISO C90").

### HISTORY

The **ishexnumber()** function appeared in 4.4BSD.