

**NAME**

strtod, strtodf, strtold – convert ASCII string to floating-point number

**SYNOPSIS**

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

```
double strtod(const char *nptr, char **endptr);
float strtodf(const char *nptr, char **endptr);
long double strtold(const char *nptr, char **endptr);
```

Feature Test Macro Requirements for glibc (see **feature\_test\_macros(7)**):

```
strtod(), strtold():
    _ISOC99_SOURCE || _POSIX_C_SOURCE >= 200112L
```

**DESCRIPTION**

The **strtod()**, **strtodf()**, and **strtold()** functions convert the initial portion of the string pointed to by *nptr* to *double*, *float*, and *long double* representation, respectively.

The expected form of the (initial portion of the) string is optional leading white space as recognized by **isspace(3)**, an optional plus ('+') or minus sign ('-') and then either (i) a decimal number, or (ii) a hexadecimal number, or (iii) an infinity, or (iv) a NAN (not-a-number).

A *decimal number* consists of a nonempty sequence of decimal digits possibly containing a radix character (decimal point, locale-dependent, usually '.'), optionally followed by a decimal exponent. A decimal exponent consists of an 'E' or 'e', followed by an optional plus or minus sign, followed by a nonempty sequence of decimal digits, and indicates multiplication by a power of 10.

A *hexadecimal number* consists of a "0x" or "0X" followed by a nonempty sequence of hexadecimal digits possibly containing a radix character, optionally followed by a binary exponent. A binary exponent consists of a 'P' or 'p', followed by an optional plus or minus sign, followed by a nonempty sequence of decimal digits, and indicates multiplication by a power of 2. At least one of radix character and binary exponent must be present.

An *infinity* is either "INF" or "INFINITY", disregarding case.

A *NAN* is "NAN" (disregarding case) optionally followed by a string, (*n-char-sequence*), where *n-char-sequence* specifies in an implementation-dependent way the type of NAN (see NOTES).

**RETURN VALUE**

These functions return the converted value, if any.

If *endptr* is not NULL, a pointer to the character after the last character used in the conversion is stored in the location referenced by *endptr*.

If no conversion is performed, zero is returned and (unless *endptr* is null) the value of *nptr* is stored in the location referenced by *endptr*.

If the correct value would cause overflow, plus or minus **HUGE\_VAL** (**HUGE\_VALF**, **HUGE\_VALL**) is returned (according to the sign of the value), and **ERANGE** is stored in *errno*. If the correct value would cause underflow, zero is returned and **ERANGE** is stored in *errno*.

**ERRORS****ERANGE**

Overflow or underflow occurred.

**ATTRIBUTES**

For an explanation of the terms used in this section, see **attributes(7)**.

Interface	Attribute	Value
<b>strtod()</b> , <b>strtodf()</b> , <b>strtold()</b>	Thread safety	MT-Safe locale

**CONFORMING TO**

POSIX.1-2001, POSIX.1-2008, C99.



**strtod()** was also described in C89.

## NOTES

Since 0 can legitimately be returned on both success and failure, the calling program should set *errno* to 0 before the call, and then determine if an error occurred by checking whether *errno* has a nonzero value after the call.

In the glibc implementation, the *n-char-sequence* that optionally follows "NAN" is interpreted as an integer number (with an optional '0' or '0x' prefix to select base 8 or 16) that is to be placed in the mantissa component of the returned value.

## EXAMPLE

See the example on the **strtol(3)** manual page; the use of the functions described in this manual page is similar.

## SEE ALSO

**atof(3)**, **atoi(3)**, **atol(3)**, **nan(3)**, **nanf(3)**, **nanl(3)**, **strfromd(3)**, **strtol(3)**, **strtoul(3)**

## COLOPHON

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