C LIBRARY FUNCTION - ISGRAPH

Description

The C library function **void isgraph**$intc$ checks if the character has graphical representation.

The characters with graphical representations are all those characters that can be printed except for whitespace characters $like"$, which is not considered as **isgraph** characters.

Declaration

Following is the declaration for isgraph function.

```
int isgraph(int c);
```

Parameters

- **c** − This is the character to be checked.

Return Value

This function returns non-zero value if c has a graphical representation as character, else it returns 0.

Example

The following example shows the usage of isgraph function.

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

int main()
{
   int var1 = '3';
   int var2 = 'm';
   int var3 = ' ';

   if( isgraph(var1) )
   {
      printf("var1 = |%c| can be printed\n", var1 );
   }
   else
   {
      printf("var1 = |%c| can't be printed\n", var1 );
   }

   if( isgraph(var2) )
   {
      printf("var2 = |%c| can be printed\n", var2 );
   }
   else
   {
      printf("var2 = |%c| can't be printed\n", var2 );
   }

   if( isgraph(var3) )
   {
      printf("var3 = |%c| can be printed\n", var3 );
   }
   else
   {
      printf("var3 = |%c| can't be printed\n", var3 );
   }
```

```
    return(0);
}
```

Let us compile and run the above program to produce the following result —

```
var1 = |3| can be printed
var2 = |m| can be printed
var3 = | | can't be printed
```