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Red Hat Enterprise Linux Release 9.2 Manual Pages on 'strncpy.3p' command

\$ man strncpy.3p

STRNCPY(3P) POSIX Programmer's Manual STRNCPY(3P)

PROLOG

This manual page is part of the POSIX Programmer's Manual. The Linux implementation of this interface may differ (consult the corresponding Linux manual page for details of Linux behavior), or the interface may not be implemented on Linux.

NAME

stpncpy, strncpy ? copy fixed length string, returning a pointer to the array end

SYNOPSIS

```
#include <string.h>

char *stpncpy(char *restrict s1, const char *restrict s2, size_t n);
char *strncpy(char *restrict s1, const char *restrict s2, size_t n);
```

DESCRIPTION

For strncpy(): The functionality described on this reference page is aligned with the ISO C standard. Any conflict between the requirements described here and the ISO C standard is unintentional. This volume of POSIX.1?2017 defers to the ISO C standard.

The stpncpy() and strncpy() functions shall copy not more than n bytes (bytes that follow a NUL character are not copied) from the array pointed to by s2 to the array pointed to by s1.

If the array pointed to by s2 is a string that is shorter than n bytes, NUL characters shall be appended to the copy in the array pointed to by

s1, until n bytes in all are written.

If copying takes place between objects that overlap, the behavior is undefined.

RETURN VALUE

If a NUL character is written to the destination, the `stpncpy()` function shall return the address of the first such NUL character. Otherwise, it shall return `&s1[n]`.

The `strncpy()` function shall return `s1`.

No return values are reserved to indicate an error.

ERRORS

No errors are defined.

The following sections are informative.

EXAMPLES

None.

APPLICATION USAGE

Applications must provide the space in `s1` for the `n` bytes to be transferred, as well as ensure that the `s2` and `s1` arrays do not overlap.

Character movement is performed differently in different implementations. Thus, overlapping moves may yield surprises.

If there is no NUL character byte in the first `n` bytes of the array pointed to by `s2`, the result is not null-terminated.

RATIONALE

None.

FUTURE DIRECTIONS

None.

SEE ALSO

`strcpy()`, `wcsncpy()`

The Base Definitions volume of POSIX.1-2017, `<string.h>`

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2017

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