

NAME

putchar — write character

SYNOPSIS

```
putchar (ch)
int ch;
flush ( )
```

DESCRIPTION

Putchar writes out its argument and returns it unchanged. The low-order byte of the argument is always written; the high-order byte is written only if it is non-null. Unless other arrangements have been made, *putchar* writes in unbuffered fashion on the standard output file.

Associated with this routine is an external variable *fout* which has the structure of a buffer discussed under *putc:o(3)*. If the file descriptor part of this structure (first word) is greater than 2, output via *putchar* is buffered. To achieve buffered output one may say, for example,

```
fout = dup(1);      or
fout = creat(...);
```

In such a case *flush* must be called before the program terminates in order to flush out the buffered output. *Flush* may be called at any time.

SEE ALSO

putc:o(3)

BUGS

The *fout* notion is kludgy.