



AHELP for CIAO 3.4

`_slang_guess_type`

Context: [slangrtl](#)*Jump to:* [Description](#) [See Also](#)

Synopsis

Guess the data type that a string represents.

Syntax

```
DataType_Type _slang_guess_type (String_Type s)
```

Description

This function tries to determine whether its argument `s` represents an integer (short, int, long), floating point (float, double), or a complex number. If it appears to be none of these, then a string is assumed. It returns one of the following values depending on the format of the string `s`:

Short_Type	: short integer	(e.g., "2h")
UShort_Type	: unsigned short integer	(e.g., "2hu")
Integer_Type	: integer	(e.g., "2")
UInteger_Type	: unsigned integer	(e.g., "2")
Long_Type	: long integer	(e.g., "2l")
ULong_Type	: unsigned long integer	(e.g., "2l")
Float_Type	: float	(e.g., "2.0f")
Double_Type	: double	(e.g., "2.0")
Complex_Type	: imaginary	(e.g., "2i")
String_Type	: Anything else.	(e.g., "2foo")

For example, `_slang_guess_type("1e2")` returns `Double_Type` but `_slang_guess_type("e12")` returns `String_Type`.

See Also

slangrtl

[_print_stack](#), [typeof](#), [atof](#), [char](#), [double](#), [int](#), [integer](#), [isdigit](#), [set float format](#), [sprintf](#), [scanf](#), [string](#), [typecast](#), [typeof](#)

