

**NAME**

putchar – write character

**SYNOPSIS**

**putchar(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* (III). If the file descriptor part of this structure (first word) is not 1, output via *putchar* is buffered. To achieve buffered output one may say, for example,

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

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*(III)

**BUGS**

The *fout* notion is kludgy.