

**NAME**

lfind, lsearch - linear search of an array

**SYNOPSIS**

```
#include <search.h>
```

```
void *lfind(const void *key, const void *base, size_t *nmemb,  
           size_t size, int(*compar)(const void *, const void *));
```

```
void *lsearch(const void *key, void *base, size_t *nmemb,  
            size_t size, int(*compar)(const void *, const void *));
```

**DESCRIPTION**

**lfind()** and **lsearch()** perform a linear search for *key* in the array *base* which has *\*nmemb* elements of *size* bytes each. The comparison function referenced by *compar* is expected to have two arguments which point to the *key* object and to an array member, in that order, and which returns zero if the *key* object matches the array member, and nonzero otherwise.

If **lsearch()** does not find a matching element, then the *key* object is inserted at the end of the table, and *\*nmemb* is incremented. In particular, one should know that a matching element exists, or that more room is available.

**RETURN VALUE**

**lfind()** returns a pointer to a matching member of the array, or NULL if no match is found. **lsearch()** returns a pointer to a matching member of the array, or to the newly added member if no match is found.

**CONFORMING TO**

SVr4, 4.3BSD, POSIX.1-2001. Present in libc since libc-4.6.27.

**BUGS**

The naming is unfortunate.

**SEE ALSO**

[bsearch\(3\)](#), [hsearch\(3\)](#), [tsearch\(3\)](#)

**COLOPHON**

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