This tutorial describes shortly what you need to know in order to call C library functions from Cython code. For a longer and more comprehensive tutorial about using external C libraries, wrapping them and handling errors, see [Using C libraries](https://cython.readthedocs.io/en/latest/src/tutorial/clibraries.html).

For simplicity, let’s start with a function from the standard C library. This does not add any dependencies to your code, and it has the additional advantage that Cython already defines many such functions for you. So you can just cimport and use them.

For example, let’s say you need a low-level way to parse a number from a char\* value. You could use the atoi() function, as defined by the stdlib.h header file. This can be done as follows