C library function - longjmp()

Description

The C library function **void longjmp(jmp_buf environment, int value)** restores the environment saved by the most recent call to **setjmp()** macro in the same invocation of the program with the corresponding **jmp_buf** argument.

Declaration

Following is the declaration for longjmp() function.

```
void longjmp(jmp_buf environment, int value)
```

Parameters

- environment This is the object of type jmp_buf containing information to restore the
 environment at the setjmp's calling point.
- **value** This is the value to which the **setjmp** expression evaluates.

Return Value

This function does not return any value.

Example

The following example shows the usage of longjmp() function.

```
#include <stdio.h>
#include <stdib.h>
#include <setjmp.h>

int main () {
    int val;
    jmp_buf env_buffer;

    /* save calling environment for Longjmp */
    val = setjmp( env_buffer );

if( val != 0 ) {
    printf("Returned from a longjmp() with value = %s\n", val);
    exit(0);
    }
    printf("Jump function call\n");
```

```
jmpfunction( env_buffer );

return(0);
}

void jmpfunction(jmp_buf env_buf) {
  longjmp(env_buf, "tutorialspoint.com");
}
```

Let us compile and run the above program that will produce the following result -

```
Jump function call
Returned from a longjmp() with value = tutorialspoint.com
```