

# z/OS V2.5 IBM Education Assistant

Solution Name: LE support for C11 C/C++ standards items – aligned\_alloc() (Part I)

Solution Element(s): z/OS LE



# Agenda

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- Trademarks
- Objectives
- Overview
- Usage & Invocation
- Interactions & Dependencies
- Upgrade & Coexistence Considerations
- Installation & Configuration
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# Trademarks

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- See url <http://www.ibm.com/legal/copytrade.shtml> for a list of trademarks.
- Additional Trademarks:
  - None

# Objectives

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Introduction to LE support for C11 C/C++ standards items – `aligned_alloc()` (Part I).

# Overview

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- Who (Audience)

As an application programmer, I want C11 aligned\_alloc() support available, so I can develop/port standardized and modernized application more easily.

- What (Solution)

This is the first part support for aligned\_alloc(). In this part, a new function aligned\_alloc() will be added with the following limitations:

- For alignment

AMODE 31 only supports up to 8 bytes alignment

AMODE 64 only supports up to 16 bytes alignment.

- Wow (Benefit / Value, Need Addressed)

Application user can develop/port standardized and modernized application more easily by invoking aligned\_alloc().

# Usage & Invocation

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This is the first part support for `aligned_alloc()`. In this part, a new function `aligned_alloc()` will be added with the following limitations:

For alignment

AMODE 31 only supports up to 8 bytes alignment

AMODE 64 only supports up to 16 bytes alignment.

- **Format**

```
#include <stdlib.h>
```

```
void *aligned_alloc( size\_t alignment, size\_t size );
```

- **General Description**

The `aligned_alloc` function allocates space for an object whose alignment is specified by `alignment`, whose size is specified by `size`, and whose value is indeterminate.

- **Parameter description**

`alignment` - Specifies the alignment, *alignment* is a power of two.

Note: For alignment, AMODE 31 only supports up to 8 bytes alignment, AMODE 64 only supports up to 16 bytes alignment.

`size` - Number of bytes to allocate. An integral multiple of alignment.

# Usage & Invocation

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- **Usage notes**

To use the `aligned_alloc()` function, compile the source code with the `LANGlvl(EXTC1X)` option.

- ***Returned Value***

On success, returns the pointer to the beginning of newly allocated memory. To avoid a memory leak, the returned pointer must be deallocated with `free()` or `realloc()`.

On failure, returns a null pointer, it sets `errno` to one of the following values:

***Error Code Description***

**EINVAL**

The value of *alignment* is not supported.

**ENOMEM**

Insufficient memory is available

# Usage & Invocation

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Test Case example:

```
#include <stdio.h>
#include <stdlib.h>
#include <errno.h>
```

```
int main(void)
{
    int *p1 = aligned_alloc(8, 8*sizeof *p1);
    if(!p1)
    {
        printf("aligned_alloc failed with errno = %d\n", errno);
        return -1;
    }
    else
    {
        printf("8-byte aligned addr: %p\n", (void*)p1);
        free(p1);
    }
    return 0;
}
```

Possible output:

*8-byte aligned addr: 22575D20*



# Interactions & Dependencies

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- Software Dependencies
  - z/OS LE V2R5
- Hardware Dependencies
  - None
- Exploiters
  - None

# Upgrade & Coexistence Considerations

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- To exploit this solution, all systems in the Sysplex must be at the new z/OS level:  
No

# Installation & Configuration

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- None

# Summary

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Previously, z/OS LE does not Support for C11 C/C++ standards items – `aligned_alloc()` .  
The restrictions are removed on V2R5.

# Appendix

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- z/OS XL C/C++ Runtime Library Reference