# zyerr

## **NAME**

Error Dequeue Abstraction Library

#### LIBRARY

```
zyerr (-lzyerr -lzyalloc)
```

## **SYNOPSIS**

```
#include <zyerr.h>
typedef struct zyerrbx_s zyerrbx_t;
typedef struct zyerr_s zyerr_t;
int zyerr_construct(zyerr_t **dqe, const zyalloc_t *alloc);
void zyerr_destruct(zyerr_t **dqe);
void zyerr_clear(zyerr_t *dqe);
int zyerr_push_first(zyerr_t *dqe, int64_t code, const char *file,
                     size_t line, const char *function,
                     const void *opaque, size_t opaque_size);
int zyerr_push_last(zyerr_t *dqe, int64_t code, const char *file,
                    size_t line, const char *function,
                    const void *opaque, size_t opaque_size);
void zyerr_discard_first(zyerr_t *dqe);
void zyerr_discard_last(zyerr_t *dqe);
zyerrbx_t *zyerr_peek_first(const zyerr_t *dqe);
zyerrbx_t *zyerr_peek_last(const zyerr_t *dqe);
size_t zyerr_size(const zyerr_t *dqe);
bool zyerr_is_empty(const zyerr_t *dqe);
int64_t zyerrbx_code(const zyerrbx_t *bx);
const char *zyerrbx_file(const zyerrbx_t *bx);
size_t zyerrbx_line(const zyerrbx_t *bx);
const char *zyerrbx_function(const zyerrbx_t *bx);
const void *zyerbx_opaque(const zyerrbx_t *bx, size_t *size);
```

### DESCRIPTION

```
zyerr_construct()
```

zyerr\_construct allocates a zyerr\_t data structure using alloc and stores the result in \*dqe. All function arguments must be non-null.

## zyerr\_destruct()

zyerr\_destruct deallocates a zyerr\_t data structure and sets \*dqe to nullptr. Note that dqe must be non-null.

### zyerr\_clear()

zyerr\_clear deallocates and unlinks all zyerrbx\_t data structures stored in dqe. Note that dqe must be non-null.

## zyerr\_push\_\*()

zyerr\_push\_first and zyerr\_push\_last allocate a zyerrbx\_t and store code, file, line, function,opaque, and opaque\_size.

The resulting data structure is stored at the *front* and *back* of dqe for zyerr\_push\_first and zyerr\_push\_last, respectively.

Note that dqe, file, and function must be non-null and line must be non-zero. opaque may be set to nullptr and opaque\_size to zero in order to indicate that there is no auxilliary data; however, if opaque is non-null, then opaque\_size must be non-zero.

### zyerr\_discard\_first()

zyerr\_discard\_first deallocates and unlinks the *front-most* zyerrbx\_t data structure from dqe. Note that dqe must be non-null.

## zyerr\_discard\_last()

zyerr\_discard\_last deallocates and unlinks the *back-most* zyerrbx\_t data structure from dqe. Note that dqe must be non-null.

#### zyerr peek first()

zyerr\_peek\_first retrieves the *front-most* zyerrbx\_t data structure from dqe if it exists. All function arguments must be non-null.

## zyerr\_peek\_last()

zyerr\_peek\_last retrieves the *back-most* zyerrbx\_t data structure from dqe if it exists. All function arguments must be non-null.

### zyerr\_size()

zyerr\_size returns the number of elements stored in dqe. Note that dqe must be non-null.

## zyerr\_is\_empty()

zyerr\_is\_empty returns a true if and only if there are no elements stored in dqe. Note that dqe must be non-null.

### zyerrbx\_code()

zyerrbx\_code returns the *error code* associated with bx. Note that bx must be non-null.

### zyerrbx\_file()

zyerrbx\_file returns the file associated with bx. Note that bx must be non-null.

### zyerrbx\_line()

zyerrbx\_line returns the *line number* associated with bx. Note that bx must be non-null.

# zyerrbx\_function()

 $\verb|zyerrbx_function||$  returns the function name associated with  $\verb|bx|$ . Note that  $\verb|bx|$  must be non-null.

# zyerrbx\_opaque()

zyerrbx\_opaque returns the memory address of the opaque data associated with bx and stores its size in \*size. Note that bx must be non-null. size may be nullptr to indicate that the size is known ahead of time and is unneeded.

## RETURN VALUE

On success, zyerr\_construct, zyerr\_push\_first, zyerr\_push\_last return ZYERR\_OK. Otherwise, an error code is returned.

## **ERRORS**

zyerr\_construct, zyerr\_push\_first, and zyerr\_push\_last can fail with the following error.

**ZYALLOC\_ENOMEM** Out of memory.

#### NOTES

It is undefined behavior to violate any preconditions of these functions (e.g. passing nullptr to a function argument that is specified as non-null).