

# GSet

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April 22, 2020

## Contents

<b>1</b>	<b>Interface</b>	<b>2</b>
<b>2</b>	<b>Code</b>	<b>46</b>
2.1	gset.c . . . . .	46
2.2	gset-inline.c . . . . .	55
<b>3</b>	<b>Makefile</b>	<b>81</b>
<b>4</b>	<b>Unit tests</b>	<b>81</b>
<b>5</b>	<b>Unit tests output</b>	<b>102</b>

## Introduction

GSet library is a C library to manipulate sets of data.

Elements of the GSet are void pointers toward any kind of data. These data must be allocated and freed separately. The GSet only provides a mean to manipulate sets of pointers toward these data.

The GSet offers functions to add elements (at first position, last position, given position, or sorting based on a float value), to access elements (at first position, last position, given position), to get index of first/last element pointing to a given data, to remove elements (at first position, last position, given position, or first/last/all pointing toward a given data), to search for data in elements (first one or last one), to print the set on a stream, to split, merge, count elements and sort the set.

The library provides also GSetVecFloat, GSetVecShort, GSetBCurve, GSetSCurve structure with same interface as a GSet but whose contents is restrained to, respectively, VecFloat, VecShort, BCurve, SCurve structures.

The library also provides two iterator structures to run through a GSet forward or backward, and apply a user defined function on each element.

It uses the PBErr library.

## 1 Interface

```
// ***** GSET.H *****
#ifndef GSET_H
#define GSET_H

// ===== Include =====
#include <stdlib.h>
#include <stdio.h>
#include <stdbool.h>
#include <string.h>
#include <math.h>
#include "pberr.h"
#include "pbextension.h"

// ===== Define =====

// Precision used when sorting a GSet
#define GSET_EPSILON 0.00001

// ===== Data structures =====

// Structure of one element of the GSet
struct GSetElem;
typedef struct GSetElem {
    // Pointer toward the data
    void* _data;
    // Pointer toward the next element in the GSet
    struct GSetElem* _next;
    // Pointer toward the previous element in the GSet
    struct GSetElem* _prev;
    // Value to sort element in the GSet, 0.0 by default
    // Sorting in increasing value of _sortVal
    float _sortVal;
} GSetElem;

// Structure of the GSet
typedef struct GSet {
    // Pointer toward the element at the head of the GSet
    GSetElem* _head;
    // Pointer toward the last element of the GSet
    GSetElem* _tail;
    // Number of element in the GSet
    long _nbElem;
    // Index of the last got element
```

```

    long _indexLastGot;
    // Pointer to the last got element
    GSetElem* _lastGot;
} GSet;

// Structures of the GSet iterators
typedef struct GSetIterForward {
    // GSet attached to the iterator
    GSet* _set;
    // Current element
    GSetElem* _curElem;
} GSetIterForward;

typedef struct GSetIterBackward {
    // GSet attached to the iterator
    GSet* _set;
    // Current element
    GSetElem* _curElem;
} GSetIterBackward;

// ===== Functions declaration =====

// Function to create a new GSet,
// Return a pointer toward the new GSet
GSet* GSetCreate(void);

// Static constructors for GSet
#if BUILDMODE != 0
static inline
#endif
GSet GSetCreateStatic(void);

// Function to clone a GSet,
// Return a pointer toward the new GSet
GSet* GSetClone(const GSet* const that);

// Function to free the memory used by the GSet
void _GSetFree(GSet** s);

// Function to empty the GSet
#if BUILDMODE != 0
static inline
#endif
void _GSetFlush(GSet* const that);

// Return the number of element in the set
#if BUILDMODE != 0
static inline
#endif
long _GSetNbElem(const GSet* const that);

// Function to print a GSet
// Use the function 'printData' to print the data pointed to by
// the elements, and print 'sep' between each element
// If printData is null, print the pointer value instead
void _GSetPrint(GSet* const that, FILE* const stream,
    void(*printData)(const void* const data, FILE* const stream),
    const char* const sep);

// Function to insert an element pointing toward 'data' at the
// head of the GSet
#if BUILDMODE != 0

```

```

static inline
#endif
void _GSetPush(GSet* const that, void* const data);

// Function to insert an element pointing toward 'data' at the
// position defined by 'v' sorting the set in increasing order
void _GSetAddSort(GSet* const that, void* const data,
    const double v);

// Function to insert an element pointing toward 'data' at the
// 'iElem'-th position
// If 'iElem' is greater than or equal to the number of element
// in the GSet, elements pointing toward null data are added
// If the data is inserted inside the set, the current elements from
// the iElem-th elem are pushed
void _GSetInsert(GSet* const that, void* const data,
    const long iElem);

// Function to insert an element pointing toward 'data' at the
// tail of the GSet
#if BUILDMODE != 0
static inline
#endif
void _GSetAppend(GSet* const that, void* const data);

// Function to remove the element at the head of the GSet
// Return the data pointed to by the removed element, or null if the
// GSet is empty
#if BUILDMODE != 0
static inline
#endif
void* _GSetPop(GSet* const that);

// Function to remove the element at the tail of the GSet
// Return the data pointed to by the removed element, or null if the
// GSet is empty
#if BUILDMODE != 0
static inline
#endif
void* _GSetDrop(GSet* const that);

// Function to remove the element at the 'iElem'-th position of the GSet
// Return the data pointed to by the removed element
#if BUILDMODE != 0
static inline
#endif
void* _GSetRemove(GSet* const that, const long iElem);

// Function to remove the element 'elem' of the GSet
// Return the data pointed to by the removed element
// The GSetElem is freed and *elem == NULL after calling this function
#if BUILDMODE != 0
static inline
#endif
void* _GSetRemoveElem(GSet* const that, GSetElem** elem);

// Function to remove the first element of the GSet pointing to 'data'
// If there is no element pointing to 'data' do nothing
#if BUILDMODE != 0
static inline
#endif
void _GSetRemoveFirst(GSet* const that, const void* const data);

```

```

// Function to remove the last element of the GSet pointing to 'data'
// If there is no element pointing to 'data' do nothing
#if BUILDMODE != 0
static inline
#endif
void _GSetRemoveLast(GSet* const that, const void* const data);

// Function to remove all the selement of the GSet pointing to 'data'
// Do nothing if arguments are invalid
#if BUILDMODE != 0
static inline
#endif
void _GSetRemoveAll(GSet* const that, const void* const data);

// Function to get the data at the GSetElem
#if BUILDMODE != 0
static inline
#endif
void* GSetElemData(const GSetElem* const that);

// Function to get the data at the 'iElem'-th position of the GSet
// without removing it
#if BUILDMODE != 0
static inline
#endif
void* _GSetGet(const GSet* const that, const long iElem);

// Function to get the data at the 'iElem'-th position of the GSet
// without removing it
// Fast version, move in the set from the last got element. The set must
// not have been modified since we've last got an element.
#if BUILDMODE != 0
static inline
#endif
void* _GSetGetJump(const GSet* const that, const long iElem);

// Function to get the data at first position of the GSet
// without removing it
#if BUILDMODE != 0
static inline
#endif
void* _GSetHead(const GSet* const that);

// Function to get the data at last position of the GSet
// without removing it
#if BUILDMODE != 0
static inline
#endif
void* _GSetTail(const GSet* const that);

// Function to get the GSetElem at first position of the GSet
// without removing it
#if BUILDMODE != 0
static inline
#endif
const GSetElem* _GSetHeadElem(const GSet* const that);

// Function to get the GSetElem at last position of the GSet
// without removing it
#if BUILDMODE != 0
static inline

```

```

#endif
const GSetElem* _GSetTailElem(const GSet* const that);

// Function to get the element at the 'iElem'-th position of the GSet
// without removing it
#if BUILDMODE != 0
static inline
#endif
const GSetElem* _GSetElement(const GSet* const that, const long iElem);

// Function to get the element at the 'iElem'-th position of the GSet
// without removing it
// Fast version, move in the set from the last got element. The set must
// not have been modified since we've last got an element.
#if BUILDMODE != 0
static inline
#endif
const GSetElem* _GSetElementJump(const GSet* const that,
    const long iElem);

// Function to get the index of the first element of the GSet
// which point to 'data'
// Return -1 if 'data' is not in the set
#if BUILDMODE != 0
static inline
#endif
long _GSetGetIndexFirst(const GSet* const that, const void* const data);

// Function to get the index of the last element of the GSet
// which point to 'data'
// Return -1 if 'data' is not in the set
#if BUILDMODE != 0
static inline
#endif
long _GSetGetIndexLast(const GSet* const that, const void* const data);

// Function to get the first element of the GSet
// which point to 'data'
// Return NULL if 'data' is not in the set
#if BUILDMODE != 0
static inline
#endif
const GSetElem* _GSetFirstElem(const GSet* const that,
    const void* const data);

// Function to get the last element of the GSet
// which point to 'data'
// Return NULL if 'data' is not in the set
#if BUILDMODE != 0
static inline
#endif
const GSetElem* _GSetLastElem(const GSet* const that,
    const void* const data);

// Function to sort the element of the gset in increasing order of
// _sortVal
void _GSetSort(GSet* const that);

// Merge the GSet 'set' at the end of the GSet 'that'
// 'that' and 'set' can be empty
// After calling this function 'set' is empty
#if BUILDMODE != 0

```

```

static inline
#endif
void _GSetMerge(GSet* const that, GSet* const set);

// Split the GSet at the GSetElem 'e'
// 'e' must be an element of the set
// the set new end is the element before 'e', the set becomes empty if
// 'e' was the first element
// Return a new GSet starting with 'e', or NULL if 'e' is not
// an element of the set
#if BUILDMODE != 0
static inline
#endif
GSet* _GSetSplit(GSet* const that, GSetElem* const e);

// Append the element of the GSet 'set' at the end of the GSet 'that'
// 'that' and 'set' can be empty
#if BUILDMODE != 0
static inline
#endif
void _GSetAppendSet(GSet* const that, const GSet* const set);

// Append the element of the GSet 'that' at the end of the GSet 'set'
// Elements are kept sorted
// 'that' and 'set' can be empty
#if BUILDMODE != 0
static inline
#endif
void _GSetAppendSortedSet(GSet* const that, const GSet* const set);

// Switch the 'iElem'-th and 'jElem'-th element of the set
#if BUILDMODE != 0
static inline
#endif
void _GSetSwitch(GSet* const that, const long iElem, const long jElem);

// Return the number of (GSetElem._data=='data') in the GSet 'that'
long _GSetCount(const GSet* const that, const void* const data);

// Set the sort value of the GSetElem 'that' to 'v'
#if BUILDMODE != 0
static inline
#endif
void GSetElemSetSortVal(GSetElem* const that, const float v);

// Set the data of the GSetElem 'that' to 'd'
#if BUILDMODE != 0
static inline
#endif
void GSetElemSetData(GSetElem* const that, void* const d);

// Set the previous element of the GSetElem 'that' to 'e'
// Do not set the link back in 'e'
#if BUILDMODE != 0
static inline
#endif
void GSetElemSetPrev(GSetElem* const that, GSetElem* const e);

// Set the next element of the GSetElem 'that' to 'e'
// Do not set the link back in 'e'
#if BUILDMODE != 0
static inline

```

```

#endif
void GSetElemSetNext(GSetElem* const that, GSetElem* const e);

// Move the 'iElem'-th element to the 'pos' index in the GSet
void _GSetMoveElem(GSet* const that, const long iElem, const long pos);

// Create a new GSetIterForward for the GSet 'set'
// The iterator is reset upon creation
GSetIterForward* _GSetIterForwardCreate(GSet* const set);
#if BUILDMODE != 0
static inline
#endif
GSetIterForward _GSetIterForwardCreateStatic(GSet* const set);

// Create a new GSetIterBackward for the GSet 'set'
// The iterator is reset upon creation
GSetIterBackward* _GSetIterBackwardCreate(GSet* const set);
#if BUILDMODE != 0
static inline
#endif
GSetIterBackward _GSetIterBackwardCreateStatic(GSet* const set);

// Free the memory used by a GSetIterForward (not by its attached GSet)
// Do nothing if arguments are invalid
void GSetIterForwardFree(GSetIterForward** that);

// Free the memory used by a GSetIterBackward (not by its attached GSet)
// Do nothing if arguments are invalid
void GSetIterBackwardFree(GSetIterBackward** that);

// Clone a GSetIterForward
GSetIterForward* GSetIterForwardClone(
    const GSetIterForward* const that);

// Clone a GSetIterBackward
GSetIterBackward* GSetIterBackwardClone(
    const GSetIterBackward* const that);

// Reset the GSetIterForward to its starting position
#if BUILDMODE != 0
static inline
#endif
void GSetIterForwardReset(GSetIterForward* const that);

// Reset the GSetIterBackward to its starting position
#if BUILDMODE != 0
static inline
#endif
void GSetIterBackwardReset(GSetIterBackward* const that);

// Step the GSetIterForward
// Return false if we couldn't step
// Return true else
#if BUILDMODE != 0
static inline
#endif
bool GSetIterForwardStep(GSetIterForward* const that);

// Step the GSetIterBackward
// Return false if we couldn't step
// Return true else
#if BUILDMODE != 0

```



```

static inline
#endif
bool GSetIterBackwardStep(GSetIterBackward* const that);

// Step back the GSetIterForward
// Return false if we couldn't step
// Return true else
#if BUILDMODE != 0
static inline
#endif
bool GSetIterForwardStepBack(GSetIterForward* const that);

// Step back the GSetIterBackward
// Return false if we couldn't step
// Return true else
#if BUILDMODE != 0
static inline
#endif
bool GSetIterBackwardStepBack(GSetIterBackward* const that);

// Apply a function to all elements of the GSet of the GSetIterForward
// The iterator is first reset, then the function is apply sequentially
// using the Step function of the iterator
// The applied function takes to void* arguments: 'data' is the _data
// property of the nodes, 'param' is a hook to allow the user to pass
// parameters to the function through a user-defined structure
#if BUILDMODE != 0
static inline
#endif
void GSetIterForwardApply(GSetIterForward* const that,
    void(*fun)(void* data, void* param), void* param);

// Apply a function to all elements of the GSet of the GSetIterBackward
// The iterator is first reset, then the function is apply sequentially
// using the Step function of the iterator
// The applied function takes to void* arguments: 'data' is the _data
// property of the nodes, 'param' is a hook to allow the user to pass
// parameters to the function through a user-defined structure
#if BUILDMODE != 0
static inline
#endif
void GSetIterBackwardApply(GSetIterBackward* const that,
    void(*fun)(void* data, void* param), void* param);

// Return true if the iterator is at the start of the elements (from
// its point of view, not the order in the GSet)
// Return false else
#if BUILDMODE != 0
static inline
#endif
bool GSetIterForwardIsFirst(const GSetIterForward* const that);

// Return true if the iterator is at the start of the elements (from
// its point of view, not the order in the GSet)
// Return false else
#if BUILDMODE != 0
static inline
#endif
bool GSetIterBackwardIsFirst(const GSetIterBackward* const that);

// Return true if the iterator is at the end of the elements (from
// its point of view, not the order in the GSet)

```

```

// Return false else
#if BUILDMODE != 0
static inline
#endif
bool GSetIterForwardIsLast(const GSetIterForward* const that);

// Return true if the iterator is at the end of the elements (from
// its point of view, not the order in the GSet)
// Return false else
#if BUILDMODE != 0
static inline
#endif
bool GSetIterBackwardIsLast(const GSetIterBackward* const that);

// Change the attached set of the iterator, and reset it
#if BUILDMODE != 0
static inline
#endif
void GSetIterForwardSetGSet(GSetIterForward* const that,
    GSet* const set);

// Change the attached set of the iterator, and reset it
#if BUILDMODE != 0
static inline
#endif
void GSetIterBackwardSetGSet(GSetIterBackward* const that,
    GSet* const set);

// Return the data currently pointed to by the iterator
#if BUILDMODE != 0
static inline
#endif
void* GSetIterForwardGet(const GSetIterForward* const that);

// Return the data currently pointed to by the iterator
#if BUILDMODE != 0
static inline
#endif
void* GSetIterBackwardGet(const GSetIterBackward* const that);

// Return the element currently pointed to by the iterator
#if BUILDMODE != 0
static inline
#endif
const GSetElem* GSetIterForwardGetElem(
    const GSetIterForward* const that);

// Return the element currently pointed to by the iterator
#if BUILDMODE != 0
static inline
#endif
const GSetElem* GSetIterBackwardGetElem(
    const GSetIterBackward* const that);

// Return the sort value of the element currently pointed to by the
// iterator
#if BUILDMODE != 0
static inline
#endif
float GSetIterForwardGetSortVal(const GSetIterForward* const that);

// Return the sort value of the element currently pointed to by the

```

```

// iterator
#if BUILDMODE != 0
static inline
#endif
float GSetIterBackwardGetSortVal(const GSetIterBackward* const that);

// Set the sort value of the element currently pointed to by the
// iterator
// The user must sort the set himself after calling this method
#if BUILDMODE != 0
static inline
#endif
void GSetIterForwardSetSortVal(GSetIterForward* const that, float val);

// Set the sort value of the element currently pointed to by the
// iterator
// The user must sort the set himself after calling this method
#if BUILDMODE != 0
static inline
#endif
void GSetIterBackwardSetSortVal(GSetIterBackward* const that, float val);

// Set the data of the element currently pointed to by the iterator
#if BUILDMODE != 0
static inline
#endif
void GSetIterForwardSetData(const GSetIterForward* const that,
    void* data);

// Set the data of the element currently pointed to by the iterator
#if BUILDMODE != 0
static inline
#endif
void GSetIterBackwardSetData(const GSetIterBackward* const that,
    void* data);

// Remove the element currently pointed to by the iterator
// The iterator is moved forward to the next element
// Return false if we couldn't move
// Return true else
// It's the responsibility of the user to delete the content of the
// element prior to calling this function
#if BUILDMODE != 0
static inline
#endif
bool GSetIterForwardRemoveElem(GSetIterForward* const that);

// Remove the element currently pointed to by the iterator
// The iterator is moved backward to the next element
// Return false if we couldn't move
// Return true else
// It's the responsibility of the user to delete the content of the
// element prior to calling this function
#if BUILDMODE != 0
static inline
#endif
bool GSetIterBackwardRemoveElem(GSetIterBackward* const that);

// Return the sort value of GSetElem 'that'
#if BUILDMODE != 0
static inline
#endif

```

```

float GSetElemGetSortVal(const GSetElem* const that);

// Return the next element of GSetElem 'that'
#if BUILDMODE != 0
static inline
#endif
const GSetElem* GSetElemNext(const GSetElem* const that);

// Return the previous element of GSetElem 'that'
#if BUILDMODE != 0
static inline
#endif
const GSetElem* GSetElemPrev(const GSetElem* const that);

// Shuffle the GSet 'that'
// The random generator must have been initialized before calling
// this function
// This function modifies the _sortVal of each elements in 'that'
// Use different algorithm according to the number of elements for
// speed performance
void GSetShuffle(GSet* const that);
void GSetShuffleA(GSet* const that);
void GSetShuffleB(GSet* const that);
void GSetShuffleC(GSet* const that);

// ===== Typed GSet =====

#ifndef VecFloat
typedef struct VecFloat VecFloat;
#endif
#ifndef VecFloat2D
typedef struct VecFloat2D VecFloat2D;
#endif
#ifndef VecFloat3D
typedef struct VecFloat3D VecFloat3D;
#endif
typedef struct GSetVecFloat {GSet _set;} GSetVecFloat;
#define GSetVecFloatCreate() ((GSetVecFloat*)GSetCreate())
static inline GSetVecFloat GSetVecFloatCreateStatic(void)
{GSetVecFloat ret = {._set=GSetCreateStatic()}; return ret;}
static inline GSetVecFloat* GSetVecFloatClone(GSetVecFloat* const that)
{return (GSetVecFloat*)GSetClone((GSet* const)that);}
static inline VecFloat* _GSetVecFloatGet(const GSetVecFloat* const that,
const long iElem)
{return (VecFloat*)_GSetGet((GSet* const)that, iElem);}
static inline VecFloat* _GSetVecFloatGetJump(const GSetVecFloat* const that,
const long iElem)
{return (VecFloat*)_GSetGetJump((GSet* const)that, iElem);}
static inline VecFloat* _GSetVecFloatGetHead(const GSetVecFloat* const that)
{return (VecFloat*)_GSetHead((const GSet* const)that);}
static inline VecFloat* _GSetVecFloatGetTail(const GSetVecFloat* const that)
{return (VecFloat*)_GSetTail((const GSet* const)that);}
static inline VecFloat* _GSetVecFloatPop(GSetVecFloat* const that)
{return (VecFloat*)_GSetPop((GSet* const)that);}
static inline VecFloat* _GSetVecFloatDrop(GSetVecFloat* const that)
{return (VecFloat*)_GSetDrop((GSet* const)that);}
static inline VecFloat* _GSetVecFloatRemove(GSetVecFloat* const that,
const long iElem)
{return (VecFloat*)_GSetRemove((GSet* const)that, iElem);}
static inline VecFloat* _GSetVecFloatRemoveElem(GSetVecFloat* const that,
GSetElem** elem)
{return (VecFloat*)_GSetRemoveElem((GSet* const)that, elem);}

```

```

#ifndef VecShort
    typedef struct VecShort VecShort;
#endif
#ifndef VecShort2D
    typedef struct VecShort2D VecShort2D;
#endif
#ifndef VecShort3D
    typedef struct VecShort3D VecShort3D;
#endif
#ifndef VecShort4D
    typedef struct VecShort4D VecShort4D;
#endif
typedef struct GSetVecShort {GSet _set;} GSetVecShort;
#define GSetVecShortCreate() ((GSetVecShort*)GSetCreate())
static inline GSetVecShort GSetVecShortCreateStatic(void)
{GSetVecShort ret = {._set=GSetCreateStatic()}; return ret;}
static inline GSetVecShort* GSetVecShortClone(const GSetVecShort* const that)
{return (GSetVecShort*)GSetClone((const GSet* const)that);}
static inline VecShort* _GSetVecShortGet(const GSetVecShort* const that,
    const long iElem)
{return (VecShort*)_GSetGet((const GSet* const)that, iElem);}
static inline VecShort* _GSetVecShortGetJump(const GSetVecShort* const that,
    const long iElem)
{return (VecShort*)_GSetGetJump((const GSet* const)that, iElem);}
static inline VecShort* _GSetVecShortGetHead(const GSetVecShort* const that)
{return (VecShort*)_GSetHead((const GSet* const)that);}
static inline VecShort* _GSetVecShortGetTail(const GSetVecShort* const that)
{return (VecShort*)_GSetTail((const GSet* const)that);}
static inline VecShort* _GSetVecShortPop(GSetVecShort* const that)
{return (VecShort*)_GSetPop((GSet* const)that);}
static inline VecShort* _GSetVecShortDrop(GSetVecShort* const that)
{return (VecShort*)_GSetDrop((GSet* const)that);}
static inline VecShort* _GSetVecShortRemove(GSetVecShort* const that,
    const long iElem)
{return (VecShort*)_GSetRemove((GSet* const)that, iElem);}
static inline VecShort* _GSetVecShortRemoveElem(GSetVecShort* const that,
    GSetElem** elem)
{return (VecShort*)_GSetRemoveElem((GSet* const)that, elem);}

#ifndef BCurve
    typedef struct BCurve BCurve;
#endif
typedef struct GSetBCurve {GSet _set;} GSetBCurve;
#define GSetBCurveCreate() ((GSetBCurve*)GSetCreate())
static inline GSetBCurve GSetBCurveCreateStatic(void)
{GSetBCurve ret = {._set=GSetCreateStatic()}; return ret;}
static inline GSetBCurve* GSetBCurveClone(const GSetBCurve* const that)
{return (GSetBCurve*)GSetClone((const GSet* const)that);}
static inline BCurve* _GSetBCurveGet(const GSetBCurve* const that,
    const long iElem)
{return (BCurve*)_GSetGet((const GSet* const)that, iElem);}
static inline BCurve* _GSetBCurveGetJump(const GSetBCurve* const that,
    const long iElem)
{return (BCurve*)_GSetGetJump((const GSet* const)that, iElem);}
static inline BCurve* _GSetBCurveGetHead(const GSetBCurve* const that)
{return (BCurve*)_GSetHead((const GSet* const)that);}
static inline BCurve* _GSetBCurveGetTail(const GSetBCurve* const that)
{return (BCurve*)_GSetTail((const GSet* const)that);}
static inline BCurve* _GSetBCurvePop(GSetBCurve* const that)
{return (BCurve*)_GSetPop((GSet* const)that);}
static inline BCurve* _GSetBCurveDrop(GSetBCurve* const that)

```

```

    {return (BCurve*)_GSetDrop((GSet* const)that);}
static inline BCurve* _GSetBCurveRemove(GSetBCurve* const that, const long iElem)
{return (BCurve*)_GSetRemove((GSet* const)that, iElem);}
static inline BCurve* _GSetBCurveRemoveElem(GSetBCurve* const that,
GSetElem** elem)
{return (BCurve*)_GSetRemoveElem((GSet* const)that, elem);}

#ifndef SCurve
    typedef struct SCurve SCurve;
#endif
typedef struct GSetSCurve {GSet _set;} GSetSCurve;
#define GSetSCurveCreate() ((GSetSCurve*)GSetCreate())
static inline GSetSCurve GSetSCurveCreateStatic(void)
{GSetSCurve ret = {._set=GSetCreateStatic()}; return ret;}
static inline GSetSCurve* GSetSCurveClone(const GSetSCurve* const that)
{return (GSetSCurve*)GSetClone((const GSet* const)that);}
static inline SCurve* _GSetSCurveGet(const GSetSCurve* const that,
const long iElem)
{return (SCurve*)_GSetGet((const GSet* const)that, iElem);}
static inline SCurve* _GSetSCurveGetJump(const GSetSCurve* const that,
const long iElem)
{return (SCurve*)_GSetGetJump((const GSet* const)that, iElem);}
static inline SCurve* _GSetSCurveGetHead(const GSetSCurve* const that)
{return (SCurve*)_GSetHead((const GSet* const)that);}
static inline SCurve* _GSetSCurveGetTail(const GSetSCurve* const that)
{return (SCurve*)_GSetTail((const GSet* const)that);}
static inline SCurve* _GSetSCurvePop(GSetSCurve* const that)
{return (SCurve*)_GSetPop((GSet* const)that);}
static inline SCurve* _GSetSCurveDrop(GSetSCurve* const that)
{return (SCurve*)_GSetDrop((GSet* const)that);}
static inline SCurve* _GSetSCurveRemove(GSetSCurve* const that,
const long iElem)
{return (SCurve*)_GSetRemove((GSet* const)that, iElem);}
static inline SCurve* _GSetSCurveRemoveElem(GSetSCurve* const that,
GSetElem** elem)
{return (SCurve*)_GSetRemoveElem((GSet* const)that, elem);}

#ifndef Shapoid
    typedef struct Shapoid Shapoid;
#endif
#ifndef Facoid
    typedef struct Facoid Facoid;
#endif
#ifndef Spheroid
    typedef struct Spheroid Spheroid;
#endif
#ifndef Pyramidoid
    typedef struct Pyramidoid Pyramidoid;
#endif
typedef struct GSetShapoid {GSet _set;} GSetShapoid;
#define GSetShapoidCreate() ((GSetShapoid*)GSetCreate())
static inline GSetShapoid GSetShapoidCreateStatic(void)
{GSetShapoid ret = {._set=GSetCreateStatic()}; return ret;}
static inline GSetShapoid* GSetShapoidClone(const GSetShapoid* const that)
{return (GSetShapoid*)GSetClone((const GSet* const)that);}
static inline Shapoid* _GSetShapoidGet(const GSetShapoid* const that,
const long iElem)
{return (Shapoid*)_GSetGet((const GSet* const)that, iElem);}
static inline Shapoid* _GSetShapoidGetJump(const GSetShapoid* const that,
const long iElem)
{return (Shapoid*)_GSetGetJump((const GSet* const)that, iElem);}
static inline Shapoid* _GSetShapoidGetHead(const GSetShapoid* const that)

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```

    {return (Shapoid*)_GSetHead((const GSet* const)that);}
static inline Shapoid* _GSetShapoidGetTail(const GSetShapoid* const that)
{return (Shapoid*)_GSetTail((const GSet* const)that);}
static inline Shapoid* _GSetShapoidPop(GSetShapoid* const that)
{return (Shapoid*)_GSetPop((GSet* const)that);}
static inline Shapoid* _GSetShapoidDrop(GSetShapoid* const that)
{return (Shapoid*)_GSetDrop((GSet* const)that);}
static inline Shapoid* _GSetShapoidRemove(GSetShapoid* const that,
const long iElem)
{return (Shapoid*)_GSetRemove((GSet* const)that, iElem);}
static inline Shapoid* _GSetShapoidRemoveElem(GSetShapoid* const that,
GSetElem** elem)
{return (Shapoid*)_GSetRemoveElem((GSet* const)that, elem);}

#ifndef KnapSackPod
typedef struct KnapSackPod KnapSackPod;
#endif
typedef struct GSetKnapSackPod {GSet _set;} GSetKnapSackPod;
#define GSetKnapSackPodCreate() ((GSetKnapSackPod*)GSetCreate())
static inline GSetKnapSackPod GSetKnapSackPodCreateStatic(void)
{GSetKnapSackPod ret = {._set=GSetCreateStatic()}; return ret;}
static inline GSetKnapSackPod* GSetKnapSackPodClone(
const GSetKnapSackPod* const that)
{return (GSetKnapSackPod*)GSetClone((const GSet* const)that);}
static inline KnapSackPod* _GSetKnapSackPodGet(
const GSetKnapSackPod* const that, const long iElem)
{return (KnapSackPod*)_GSetGet((const GSet* const)that, iElem);}
static inline KnapSackPod* _GSetKnapSackPodGetJump(
const GSetKnapSackPod* const that, const long iElem)
{return (KnapSackPod*)_GSetGetJump((const GSet* const)that, iElem);}
static inline KnapSackPod* _GSetKnapSackPodGetHead(
const GSetKnapSackPod* const that)
{return (KnapSackPod*)_GSetHead((const GSet* const)that);}
static inline KnapSackPod* _GSetKnapSackPodGetTail(
const GSetKnapSackPod* const that)
{return (KnapSackPod*)_GSetTail((const GSet* const)that);}
static inline KnapSackPod* _GSetKnapSackPodPop(GSetKnapSackPod* const that)
{return (KnapSackPod*)_GSetPop((GSet* const)that);}
static inline KnapSackPod* _GSetKnapSackPodDrop(GSetKnapSackPod* const that)
{return (KnapSackPod*)_GSetDrop((GSet* const)that);}
static inline KnapSackPod* _GSetKnapSackPodRemove(
GSetKnapSackPod* that, const long iElem)
{return (KnapSackPod*)_GSetRemove((GSet* const)that, iElem);}
static inline KnapSackPod* _GSetKnapSackPodRemoveElem(
GSetKnapSackPod* const that, GSetElem** elem)
{return (KnapSackPod*)_GSetRemoveElem((GSet* const)that, elem);}

#ifndef PBPhysParticle
typedef struct PBPhysParticle PBPhysParticle;
#endif
typedef struct GSetPBPhysParticle {GSet _set;} GSetPBPhysParticle;
#define GSetPBPhysParticleCreate() ((GSetPBPhysParticle*)GSetCreate())
static inline GSetPBPhysParticle GSetPBPhysParticleCreateStatic(void)
{GSetPBPhysParticle ret = {._set=GSetCreateStatic()}; return ret;}
static inline GSetPBPhysParticle* GSetPBPhysParticleClone(
const GSetPBPhysParticle* const that)
{return (GSetPBPhysParticle*)GSetClone((const GSet* const)that);}
static inline PBPhysParticle* _GSetPBPhysParticleGet(
const GSetPBPhysParticle* const that, const long iElem)
{return (PBPhysParticle*)_GSetGet((const GSet* const)that, iElem);}
static inline PBPhysParticle* _GSetPBPhysParticleGetJump(
const GSetPBPhysParticle* const that, const long iElem)

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```

    {return (PBPhysParticle*)_GSetGetJump((const GSet* const)that, iElem);}
static inline PBPhysParticle* _GSetPBPhysParticleGetHead(
    const GSetPBPhysParticle* const that)
    {return (PBPhysParticle*)_GSetHead((const GSet* const)that);}
static inline PBPhysParticle* _GSetPBPhysParticleGetTail(
    const GSetPBPhysParticle* const that)
    {return (PBPhysParticle*)_GSetTail((const GSet* const)that);}
static inline PBPhysParticle* _GSetPBPhysParticlePop(
    GSetPBPhysParticle* const that)
    {return (PBPhysParticle*)_GSetPop((GSet* const)that);}
static inline PBPhysParticle* _GSetPBPhysParticleDrop(
    GSetPBPhysParticle* const that)
    {return (PBPhysParticle*)_GSetDrop((GSet* const)that);}
static inline PBPhysParticle* _GSetPBPhysParticleRemove(
    GSetPBPhysParticle* const that, const long iElem)
    {return (PBPhysParticle*)_GSetRemove((GSet* const)that, iElem);}
static inline PBPhysParticle* _GSetPBPhysParticleRemoveElem(
    GSetPBPhysParticle* const that, GSetElem** elem)
    {return (PBPhysParticle*)_GSetRemoveElem((GSet* const)that, elem);}

#ifndef GenTree
    typedef struct GenTree GenTree;
#endif
typedef struct GSetGenTree {GSet _set;} GSetGenTree;
#define GSetGenTreeCreate() ((GSetGenTree*)GSetCreate())
static inline GSetGenTree GSetGenTreeCreateStatic(void)
    {GSetGenTree ret = {._set=GSetCreateStatic()}; return ret;}
static inline GSetGenTree* GSetGenTreeClone(const GSetGenTree* const that)
    {return (GSetGenTree*)GSetClone((const GSet* const)that);}
static inline GenTree* _GSetGenTreeGet(const GSetGenTree* const that, const long iElem)
    {return (GenTree*)_GSetGet((const GSet* const)that, iElem);}
static inline GenTree* _GSetGenTreeGetJump(const GSetGenTree* const that, const long iElem)
    {return (GenTree*)_GSetGetJump((const GSet* const)that, iElem);}
static inline GenTree* _GSetGenTreeGetHead(const GSetGenTree* const that)
    {return (GenTree*)_GSetHead((const GSet* const)that);}
static inline GenTree* _GSetGenTreeGetTail(const GSetGenTree* const that)
    {return (GenTree*)_GSetTail((const GSet* const)that);}
static inline GenTree* _GSetGenTreePop(GSetGenTree* const that)
    {return (GenTree*)_GSetPop((GSet* const)that);}
static inline GenTree* _GSetGenTreeDrop(GSetGenTree* const that)
    {return (GenTree*)_GSetDrop((GSet* const)that);}
static inline GenTree* _GSetGenTreeRemove(GSetGenTree* const that, const long iElem)
    {return (GenTree*)_GSetRemove((GSet* const)that, iElem);}
static inline GenTree* _GSetGenTreeRemoveElem(GSetGenTree* const that,
    GSetElem** elem)
    {return (GenTree*)_GSetRemoveElem((GSet* const)that, elem);}

typedef struct GSetStr {GSet _set;} GSetStr;
#define GSetStrCreate() ((GSetStr*)GSetCreate())
static inline GSetStr GSetStrCreateStatic(void)
    {GSetStr ret = {._set=GSetCreateStatic()}; return ret;}
static inline GSetStr* GSetStrClone(const GSetStr* const that)
    {return (GSetStr*)GSetClone((const GSet* const)that);}
static inline char* _GSetStrGet(const GSetStr* const that, const long iElem)
    {return (char*)_GSetGet((const GSet* const)that, iElem);}
static inline char* _GSetStrGetJump(const GSetStr* const that, const long iElem)
    {return (char*)_GSetGetJump((const GSet* const)that, iElem);}
static inline char* _GSetStrGetHead(const GSetStr* const that)
    {return (char*)_GSetHead((const GSet* const)that);}
static inline char* _GSetStrGetTail(const GSetStr* const that)
    {return (char*)_GSetTail((const GSet* const)that);}
static inline char* _GSetStrPop(GSetStr* const that)

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    {return (char*)_GSetPop((GSet* const)that);}
static inline char* _GSetStrDrop(GSetStr* const that)
{return (char*)_GSetDrop((GSet* const)that);}
static inline char* _GSetStrRemove(GSetStr* const that, const long iElem)
{return (char*)_GSetRemove((GSet* const)that, iElem);}
static inline char* _GSetStrRemoveElem(GSetStr* const that, GSetElem** elem)
{return (char*)_GSetRemoveElem((GSet* const)that, elem);}

#ifndef GenTreeStr
    typedef struct GenTreeStr GenTreeStr;
#endif
typedef struct GSetGenTreeStr {GSet _set;} GSetGenTreeStr;
#define GSetGenTreeStrCreate() ((GSetGenTreeStr*)GSetCreate())
static inline GSetGenTreeStr GSetGenTreeStrCreateStatic(void)
{GSetGenTreeStr ret = {._set=GSetCreateStatic()}; return ret;}
static inline GSetGenTreeStr* GSetGenTreeStrClone(const GSetGenTreeStr* const that)
{return (GSetGenTreeStr*)GSetClone((const GSet* const)that);}
static inline GSetGenTreeStr* _GSetGenTreeStrGet(const GSetGenTreeStr* const that,
    const long iElem)
{return (GenTreeStr*)_GSetGet((const GSet* const)that, iElem);}
static inline GenTreeStr* _GSetGenTreeStrGetJump(
    const GSetGenTreeStr* const that, const long iElem)
{return (GenTreeStr*)_GSetGetJump((const GSet* const)that, iElem);}
static inline GenTreeStr* _GSetGenTreeStrGetHead(const GSetGenTreeStr* const that)
{return (GenTreeStr*)_GSetHead((const GSet* const)that);}
static inline GenTreeStr* _GSetGenTreeStrGetTail(const GSetGenTreeStr* const that)
{return (GenTreeStr*)_GSetTail((const GSet* const)that);}
static inline GenTreeStr* _GSetGenTreeStrPop(GSetGenTreeStr* const that)
{return (GenTreeStr*)_GSetPop((GSet* const)that);}
static inline GenTreeStr* _GSetGenTreeStrDrop(GSetGenTreeStr* const that)
{return (GenTreeStr*)_GSetDrop((GSet* const)that);}
static inline GenTreeStr* _GSetGenTreeStrRemove(GSetGenTreeStr* const that,
    const long iElem)
{return (GenTreeStr*)_GSetRemove((GSet* const)that, iElem);}
static inline GenTreeStr* _GSetGenTreeStrRemoveElem(
    GSetGenTreeStr* const that, GSetElem** elem)
{return (GenTreeStr*)_GSetRemoveElem((GSet* const)that, elem);}

#ifndef SquidletInfo
    typedef struct SquidletInfo SquidletInfo;
#endif
typedef struct GSetSquidletInfo {GSet _set;} GSetSquidletInfo;
#define GSetSquidletInfoCreate() ((GSetSquidletInfo*)GSetCreate())
static inline GSetSquidletInfo GSetSquidletInfoCreateStatic(void)
{GSetSquidletInfo ret = {._set=GSetCreateStatic()}; return ret;}
static inline GSetSquidletInfo* GSetSquidletInfoClone(const GSetSquidletInfo* const that)
{return (GSetSquidletInfo*)GSetClone((const GSet* const)that);}
static inline SquidletInfo* _GSetSquidletInfoGet(const GSetSquidletInfo* const that,
    const long iElem)
{return (SquidletInfo*)_GSetGet((const GSet* const)that, iElem);}
static inline SquidletInfo* _GSetSquidletInfoGetJump(
    const GSetSquidletInfo* const that, const long iElem)
{return (SquidletInfo*)_GSetGetJump((const GSet* const)that, iElem);}
static inline SquidletInfo* _GSetSquidletInfoGetHead(const GSetSquidletInfo* const that)
{return (SquidletInfo*)_GSetHead((const GSet* const)that);}
static inline SquidletInfo* _GSetSquidletInfoGetTail(const GSetSquidletInfo* const that)
{return (SquidletInfo*)_GSetTail((const GSet* const)that);}
static inline SquidletInfo* _GSetSquidletInfoPop(GSetSquidletInfo* const that)
{return (SquidletInfo*)_GSetPop((GSet* const)that);}
static inline SquidletInfo* _GSetSquidletInfoDrop(GSetSquidletInfo* const that)
{return (SquidletInfo*)_GSetDrop((GSet* const)that);}
static inline SquidletInfo* _GSetSquidletInfoRemove(GSetSquidletInfo* const that,

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    const long iElem)
    {return (SquidletInfo*)_GSetRemove((GSet* const)that, iElem);}
static inline SquidletInfo* _GSetSquidletInfoRemoveElem(
    GSetSquidletInfo* const that, GSetElem** elem)
    {return (SquidletInfo*)_GSetRemoveElem((GSet* const)that, elem);}

#ifndef SquidletTaskRequest
    typedef struct SquidletTaskRequest SquidletTaskRequest;
#endif
typedef struct GSetSquidletTaskRequest {GSet _set;} GSetSquidletTaskRequest;
#define GSetSquidletTaskRequestCreate() ((GSetSquidletTaskRequest*)GSetCreate())
static inline GSetSquidletTaskRequest GSetSquidletTaskRequestCreateStatic(void)
    {GSetSquidletTaskRequest ret = {._set=GSetCreateStatic()}; return ret;}
static inline GSetSquidletTaskRequest* GSetSquidletTaskRequestClone(const GSetSquidletTaskRequest* const that)
    {return (GSetSquidletTaskRequest*)GSetClone((const GSet* const)that);}
static inline SquidletTaskRequest* _GSetSquidletTaskRequestGet(const GSetSquidletTaskRequest* const that,
    const long iElem)
    {return (SquidletTaskRequest*)_GSetGet((const GSet* const)that, iElem);}
static inline SquidletTaskRequest* _GSetSquidletTaskRequestGetJump(
    const GSetSquidletTaskRequest* const that, const long iElem)
    {return (SquidletTaskRequest*)_GSetGetJump((const GSet* const)that, iElem);}
static inline SquidletTaskRequest* _GSetSquidletTaskRequestGetHead(const GSetSquidletTaskRequest* const that)
    {return (SquidletTaskRequest*)_GSetHead((const GSet* const)that);}
static inline SquidletTaskRequest* _GSetSquidletTaskRequestGetTail(const GSetSquidletTaskRequest* const that)
    {return (SquidletTaskRequest*)_GSetTail((const GSet* const)that);}
static inline SquidletTaskRequest* _GSetSquidletTaskRequestPop(GSetSquidletTaskRequest* const that)
    {return (SquidletTaskRequest*)_GSetPop((GSet* const)that);}
static inline SquidletTaskRequest* _GSetSquidletTaskRequestDrop(GSetSquidletTaskRequest* const that)
    {return (SquidletTaskRequest*)_GSetDrop((GSet* const)that);}
static inline SquidletTaskRequest* _GSetSquidletTaskRequestRemove(GSetSquidletTaskRequest* const that,
    const long iElem)
    {return (SquidletTaskRequest*)_GSetRemove((GSet* const)that, iElem);}
static inline SquidletTaskRequest* _GSetSquidletTaskRequestRemoveElem(
    GSetSquidletTaskRequest* const that, GSetElem** elem)
    {return (SquidletTaskRequest*)_GSetRemoveElem((GSet* const)that, elem);}

#ifndef SquadRunningTask
    typedef struct SquadRunningTask SquadRunningTask;
#endif
typedef struct GSetSquadRunningTask {GSet _set;} GSetSquadRunningTask;
#define GSetSquadRunningTaskCreate() ((GSetSquadRunningTask*)GSetCreate())
static inline GSetSquadRunningTask GSetSquadRunningTaskCreateStatic(void)
    {GSetSquadRunningTask ret = {._set=GSetCreateStatic()}; return ret;}
static inline GSetSquadRunningTask* GSetSquadRunningTaskClone(const GSetSquadRunningTask* const that)
    {return (GSetSquadRunningTask*)GSetClone((const GSet* const)that);}
static inline SquadRunningTask* _GSetSquadRunningTaskGet(const GSetSquadRunningTask* const that,
    const long iElem)
    {return (SquadRunningTask*)_GSetGet((const GSet* const)that, iElem);}
static inline SquadRunningTask* _GSetSquadRunningTaskGetJump(
    const GSetSquadRunningTask* const that, const long iElem)
    {return (SquadRunningTask*)_GSetGetJump((const GSet* const)that, iElem);}
static inline SquadRunningTask* _GSetSquadRunningTaskGetHead(const GSetSquadRunningTask* const that)
    {return (SquadRunningTask*)_GSetHead((const GSet* const)that);}
static inline SquadRunningTask* _GSetSquadRunningTaskGetTail(const GSetSquadRunningTask* const that)
    {return (SquadRunningTask*)_GSetTail((const GSet* const)that);}
static inline SquadRunningTask* _GSetSquadRunningTaskPop(GSetSquadRunningTask* const that)
    {return (SquadRunningTask*)_GSetPop((GSet* const)that);}
static inline SquadRunningTask* _GSetSquadRunningTaskDrop(GSetSquadRunningTask* const that)
    {return (SquadRunningTask*)_GSetDrop((GSet* const)that);}
static inline SquadRunningTask* _GSetSquadRunningTaskRemove(GSetSquadRunningTask* const that,
    const long iElem)
    {return (SquadRunningTask*)_GSetRemove((GSet* const)that, iElem);}

```

```

static inline SquadRunningTask* _GSetSquadRunningTaskRemoveElem(
    GSetSquadRunningTask* const that, GSetElem** elem)
{return (SquadRunningTask*)_GSetRemoveElem((GSet* const)that, elem);}

// ===== Generic functions =====

#define GSetFree(Set) _Generic(Set, \
    GSet**: _GSetFree, \
    GSetVecFloat**: _GSetFree, \
    GSetVecShort**: _GSetFree, \
    GSetBCurve**: _GSetFree, \
    GSetSCurve**: _GSetFree, \
    GSetShapoid**: _GSetFree, \
    GSetKnapSackPod**: _GSetFree, \
    GSetPBPhysParticle**: _GSetFree, \
    GSetGenTree**: _GSetFree, \
    GSetStr**: _GSetFree, \
    GSetGenTreeStr**: _GSetFree, \
    GSetSquidletInfo**: _GSetFree, \
    GSetSquidletTaskRequest**: _GSetFree, \
    GSetSquadRunningTask**: _GSetFree, \
    default: PBErrInvalidPolymorphism)((GSet**)(Set))

#define GSetPush(Set, Data) _Generic(Set, \
    GSet*: _Generic(Data, \
        default: _GSetPush), \
    GSetVecFloat*: _Generic(Data, \
        VecFloat*: _GSetPush, \
        VecFloat2D*: _GSetPush, \
        VecFloat3D*: _GSetPush, \
        default: PBErrInvalidPolymorphism), \
    GSetVecShort*: _Generic(Data, \
        VecShort*: _GSetPush, \
        VecShort2D*: _GSetPush, \
        VecShort3D*: _GSetPush, \
        VecShort4D*: _GSetPush, \
        default: PBErrInvalidPolymorphism), \
    GSetBCurve*: _Generic(Data, \
        BCurve*: _GSetPush, \
        default: PBErrInvalidPolymorphism), \
    GSetSCurve*: _Generic(Data, \
        SCurve*: _GSetPush, \
        default: PBErrInvalidPolymorphism), \
    GSetShapoid*: _Generic(Data, \
        Shapoid*: _GSetPush, \
        Facoid*: _GSetPush, \
        Pyramidoid*: _GSetPush, \
        Spheroid*: _GSetPush, \
        default: PBErrInvalidPolymorphism), \
    GSetKnapSackPod*: _Generic(Data, \
        KnapSackPod*: _GSetPush, \
        const KnapSackPod*: _GSetPush, \
        default: PBErrInvalidPolymorphism), \
    GSetPBPhysParticle*: _Generic(Data, \
        PBPhysParticle*: _GSetPush, \
        default: PBErrInvalidPolymorphism), \
    GSetGenTree*: _Generic(Data, \
        GenTree*: _GSetPush, \
        default: PBErrInvalidPolymorphism), \
    GSetStr*: _Generic(Data, \
        char*: _GSetPush, \
        default: PBErrInvalidPolymorphism), \

```

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GSetGenTreeStr*: _Generic(Data, \
    GenTreeStr*: _GSetPush, \
    default: PBErInvalidPolymorphism), \
GSetSquidletInfo*: _Generic(Data, \
    SquidletInfo*: _GSetPush, \
    default: PBErInvalidPolymorphism), \
GSetSquidletTaskRequest*: _Generic(Data, \
    SquidletTaskRequest*: _GSetPush, \
    default: PBErInvalidPolymorphism), \
GSetSquadRunningTask*: _Generic(Data, \
    SquadRunningTask*: _GSetPush, \
    default: PBErInvalidPolymorphism), \
default: PBErInvalidPolymorphism)((GSet*)(Set), (void*)(Data))

#define GSetAddSort(Set, Data, Value) _Generic(Set, \
    GSet*: _Generic(Data, \
        default: _GSetAddSort), \
    GSetVecFloat*: _Generic(Data, \
        VecFloat*: _GSetAddSort, \
        VecFloat2D*: _GSetAddSort, \
        VecFloat3D*: _GSetAddSort, \
        default: PBErInvalidPolymorphism), \
    GSetVecShort*: _Generic(Data, \
        VecShort*: _GSetAddSort, \
        VecShort2D*: _GSetAddSort, \
        VecShort3D*: _GSetAddSort, \
        VecShort4D*: _GSetAddSort, \
        default: PBErInvalidPolymorphism), \
    GSetBCurve*: _Generic(Data, \
        BCurve*: _GSetAddSort, \
        default: PBErInvalidPolymorphism), \
    GSetSCurve*: _Generic(Data, \
        SCurve*: _GSetAddSort, \
        default: PBErInvalidPolymorphism), \
    GSetShapoid*: _Generic(Data, \
        Shapoid*: _GSetAddSort, \
        Facoid*: _GSetAddSort, \
        Pyramidoid*: _GSetAddSort, \
        Spheroid*: _GSetAddSort, \
        default: PBErInvalidPolymorphism), \
    GSetKnapSackPod*: _Generic(Data, \
        KnapSackPod*: _GSetAddSort, \
        default: PBErInvalidPolymorphism), \
    GSetPBPhysParticle*: _Generic(Data, \
        PBPhysParticle*: _GSetAddSort, \
        default: PBErInvalidPolymorphism), \
    GSetGenTree*: _Generic(Data, \
        GenTree*: _GSetAddSort, \
        default: PBErInvalidPolymorphism), \
    GSetStr*: _Generic(Data, \
        char*: _GSetAddSort, \
        default: PBErInvalidPolymorphism), \
    GSetGenTreeStr*: _Generic(Data, \
        GenTreeStr*: _GSetAddSort, \
        default: PBErInvalidPolymorphism), \
    GSetSquidletInfo*: _Generic(Data, \
        SquidletInfo*: _GSetAddSort, \
        default: PBErInvalidPolymorphism), \
    GSetSquidletTaskRequest*: _Generic(Data, \
        SquidletTaskRequest*: _GSetAddSort, \
        default: PBErInvalidPolymorphism), \
    GSetSquadRunningTask*: _Generic(Data, \

```

```

    SquadRunningTask*: _GSetAddSort, \
    default: PBErInvalidPolymorphism), \
default: PBErInvalidPolymorphism)((GSet*)(Set), (void*)(Data), Value)

#define GSetInsert(Set, Data, Pos) _Generic(Set, \
    GSet*: _Generic(Data, \
        default: _GSetInsert), \
    GSetVecFloat*: _Generic(Data, \
        VecFloat*: _GSetInsert, \
        VecFloat2D*: _GSetInsert, \
        VecFloat3D*: _GSetInsert, \
        default: PBErInvalidPolymorphism), \
    GSetVecShort*: _Generic(Data, \
        VecShort*: _GSetInsert, \
        VecShort2D*: _GSetInsert, \
        VecShort3D*: _GSetInsert, \
        VecShort4D*: _GSetInsert, \
        default: PBErInvalidPolymorphism), \
    GSetBCurve*: _Generic(Data, \
        BCurve*: _GSetInsert, \
        default: PBErInvalidPolymorphism), \
    GSetSCurve*: _Generic(Data, \
        SCurve*: _GSetInsert, \
        default: PBErInvalidPolymorphism), \
    GSetShapoid*: _Generic(Data, \
        Shapoid*: _GSetInsert, \
        Facoid*: _GSetInsert, \
        Pyramidoid*: _GSetInsert, \
        Spheroid*: _GSetInsert, \
        default: PBErInvalidPolymorphism), \
    GSetKnapSackPod*: _Generic(Data, \
        KnapSackPod*: _GSetInsert, \
        default: PBErInvalidPolymorphism), \
    GSetPBPhysParticle*: _Generic(Data, \
        PBPhysParticle*: _GSetInsert, \
        default: PBErInvalidPolymorphism), \
    GSetGenTree*: _Generic(Data, \
        GenTree*: _GSetInsert, \
        default: PBErInvalidPolymorphism), \
    GSetStr*: _Generic(Data, \
        char*: _GSetInsert, \
        default: PBErInvalidPolymorphism), \
    GSetGenTreeStr*: _Generic(Data, \
        GenTreeStr*: _GSetInsert, \
        default: PBErInvalidPolymorphism), \
    GSetSquidletInfo*: _Generic(Data, \
        SquidletInfo*: _GSetInsert, \
        default: PBErInvalidPolymorphism), \
    GSetSquidletTaskRequest*: _Generic(Data, \
        SquidletTaskRequest*: _GSetInsert, \
        default: PBErInvalidPolymorphism), \
    GSetSquadRunningTask*: _Generic(Data, \
        SquadRunningTask*: _GSetInsert, \
        default: PBErInvalidPolymorphism), \
    default: PBErInvalidPolymorphism)((GSet*)(Set), (void*)(Data), Pos)

#define GSetAppend(Set, Data) _Generic(Set, \
    GSet*: _Generic(Data, \
        default: _GSetAppend), \
    GSetVecFloat*: _Generic(Data, \
        VecFloat*: _GSetAppend, \
        VecFloat2D*: _GSetAppend, \

```

```

    VecFloat3D*: _GSetAppend, \
    default: PBErrInvalidPolymorphism), \
GSetVecShort*: _Generic(Data, \
    VecShort*: _GSetAppend, \
    VecShort2D*: _GSetAppend, \
    VecShort3D*: _GSetAppend, \
    VecShort4D*: _GSetAppend, \
    default: PBErrInvalidPolymorphism), \
GSetBCurve*: _Generic(Data, \
    BCurve*: _GSetAppend, \
    default: PBErrInvalidPolymorphism), \
GSetSCurve*: _Generic(Data, \
    SCurve*: _GSetAppend, \
    default: PBErrInvalidPolymorphism), \
GSetShapoid*: _Generic(Data, \
    Shapoid*: _GSetAppend, \
    Facoid*: _GSetAppend, \
    Pyramidoid*: _GSetAppend, \
    Spheroid*: _GSetAppend, \
    default: PBErrInvalidPolymorphism), \
GSetKnapSackPod*: _Generic(Data, \
    KnapSackPod*: _GSetAppend, \
    default: PBErrInvalidPolymorphism), \
GSetPBPhysParticle*: _Generic(Data, \
    PBPhysParticle*: _GSetAppend, \
    default: PBErrInvalidPolymorphism), \
GSetGenTree*: _Generic(Data, \
    GenTree*: _GSetAppend, \
    default: PBErrInvalidPolymorphism), \
GSetStr*: _Generic(Data, \
    char*: _GSetAppend, \
    default: PBErrInvalidPolymorphism), \
GSetGenTreeStr*: _Generic(Data, \
    GenTreeStr*: _GSetAppend, \
    default: PBErrInvalidPolymorphism), \
GSetSquidletInfo*: _Generic(Data, \
    SquidletInfo*: _GSetAppend, \
    default: PBErrInvalidPolymorphism), \
GSetSquidletTaskRequest*: _Generic(Data, \
    SquidletTaskRequest*: _GSetAppend, \
    default: PBErrInvalidPolymorphism), \
GSetSquadRunningTask*: _Generic(Data, \
    SquadRunningTask*: _GSetAppend, \
    default: PBErrInvalidPolymorphism), \
default: PBErrInvalidPolymorphism)((GSet*)(Set), (void*)(Data))

#define GSetRemoveFirst(Set, Data) _Generic(Set, \
    GSet*: _Generic(Data, \
        default: _GSetRemoveFirst), \
    GSetVecFloat*: _Generic(Data, \
        VecFloat*: _GSetRemoveFirst, \
        VecFloat2D*: _GSetRemoveFirst, \
        VecFloat3D*: _GSetRemoveFirst, \
        default: PBErrInvalidPolymorphism), \
    GSetVecShort*: _Generic(Data, \
        VecShort*: _GSetRemoveFirst, \
        VecShort2D*: _GSetRemoveFirst, \
        VecShort3D*: _GSetRemoveFirst, \
        VecShort4D*: _GSetRemoveFirst, \
        default: PBErrInvalidPolymorphism), \
    GSetBCurve*: _Generic(Data, \
        BCurve*: _GSetRemoveFirst, \

```

```

        default: PBErrInvalidPolymorphism), \
GSetSCurve*: _Generic(Data, \
    SCurve*: _GSetRemoveFirst, \
    default: PBErrInvalidPolymorphism), \
GSetShapoid*: _Generic(Data, \
    Shapoid*: _GSetRemoveFirst, \
    Facoid*: _GSetRemoveFirst, \
    Pyramidoid*: _GSetRemoveFirst, \
    Spheroid*: _GSetRemoveFirst, \
    default: PBErrInvalidPolymorphism), \
GSetKnapSackPod*: _Generic(Data, \
    KnapSackPod*: _GSetRemoveFirst, \
    default: PBErrInvalidPolymorphism), \
GSetPBPhysParticle*: _Generic(Data, \
    PBPhysParticle*: _GSetRemoveFirst, \
    default: PBErrInvalidPolymorphism), \
GSetGenTree*: _Generic(Data, \
    GenTree*: _GSetRemoveFirst, \
    default: PBErrInvalidPolymorphism), \
GSetStr*: _Generic(Data, \
    char*: _GSetRemoveFirst, \
    default: PBErrInvalidPolymorphism), \
GSetGenTreeStr*: _Generic(Data, \
    GenTreeStr*: _GSetRemoveFirst, \
    default: PBErrInvalidPolymorphism), \
GSetSquidletInfo*: _Generic(Data, \
    SquidletInfo*: _GSetRemoveFirst, \
    default: PBErrInvalidPolymorphism), \
GSetSquidletTaskRequest*: _Generic(Data, \
    SquidletTaskRequest*: _GSetRemoveFirst, \
    default: PBErrInvalidPolymorphism), \
GSetSquadRunningTask*: _Generic(Data, \
    SquadRunningTask*: _GSetRemoveFirst, \
    default: PBErrInvalidPolymorphism), \
default: PBErrInvalidPolymorphism)((GSet*)(Set), (void*)(Data))

#define GSetRemoveLast(Set, Data) _Generic(Set, \
    GSet*: _Generic(Data, \
        default: _GSetRemoveLast), \
    GSetVecFloat*: _Generic(Data, \
        VecFloat*: _GSetRemoveLast, \
        VecFloat2D*: _GSetRemoveLast, \
        VecFloat3D*: _GSetRemoveLast, \
        default: PBErrInvalidPolymorphism), \
    GSetVecShort*: _Generic(Data, \
        VecShort*: _GSetRemoveLast, \
        VecShort2D*: _GSetRemoveLast, \
        VecShort3D*: _GSetRemoveLast, \
        VecShort4D*: _GSetRemoveLast, \
        default: PBErrInvalidPolymorphism), \
    GSetBCurve*: _Generic(Data, \
        BCurve*: _GSetRemoveLast, \
        default: PBErrInvalidPolymorphism), \
    GSetSCurve*: _Generic(Data, \
        SCurve*: _GSetRemoveLast, \
        default: PBErrInvalidPolymorphism), \
    GSetShapoid*: _Generic(Data, \
        Shapoid*: _GSetRemoveLast, \
        Facoid*: _GSetRemoveLast, \
        Pyramidoid*: _GSetRemoveLast, \
        Spheroid*: _GSetRemoveLast, \
        default: PBErrInvalidPolymorphism), \

```

```

GSetKnapSackPod*: _Generic(Data, \
    KnapSackPod*: _GSetRemoveLast, \
    default: PBErriInvalidPolymorphism), \
GSetPBPhysParticle*: _Generic(Data, \
    PBPhysParticle*: _GSetRemoveLast, \
    default: PBErriInvalidPolymorphism), \
GSetGenTree*: _Generic(Data, \
    GenTree*: _GSetRemoveLast, \
    default: PBErriInvalidPolymorphism), \
GSetStr*: _Generic(Data, \
    char*: _GSetRemoveLast, \
    default: PBErriInvalidPolymorphism), \
GSetGenTreeStr*: _Generic(Data, \
    GenTreeStr*: _GSetRemoveLast, \
    default: PBErriInvalidPolymorphism), \
GSetSquidletInfo*: _Generic(Data, \
    SquidletInfo*: _GSetRemoveLast, \
    default: PBErriInvalidPolymorphism), \
GSetSquidletTaskRequest*: _Generic(Data, \
    SquidletTaskRequest*: _GSetRemoveLast, \
    default: PBErriInvalidPolymorphism), \
GSetSquadRunningTask*: _Generic(Data, \
    SquadRunningTask*: _GSetRemoveLast, \
    default: PBErriInvalidPolymorphism), \
default: PBErriInvalidPolymorphism)((GSet*)(Set), (void*)(Data))

#define GSetRemoveAll(Set, Data) _Generic(Set, \
    GSet*: _Generic(Data, \
        default: _GSetRemoveAll), \
    GSetVecFloat*: _Generic(Data, \
        VecFloat*: _GSetRemoveAll, \
        VecFloat2D*: _GSetRemoveAll, \
        VecFloat3D*: _GSetRemoveAll, \
        default: PBErriInvalidPolymorphism), \
    GSetVecShort*: _Generic(Data, \
        VecShort*: _GSetRemoveAll, \
        VecShort2D*: _GSetRemoveAll, \
        VecShort3D*: _GSetRemoveAll, \
        VecShort4D*: _GSetRemoveAll, \
        default: PBErriInvalidPolymorphism), \
    GSetBCurve*: _Generic(Data, \
        BCurve*: _GSetRemoveAll, \
        default: PBErriInvalidPolymorphism), \
    GSetSCurve*: _Generic(Data, \
        SCurve*: _GSetRemoveAll, \
        default: PBErriInvalidPolymorphism), \
    GSetShapoid*: _Generic(Data, \
        Shapoid*: _GSetRemoveAll, \
        Facoid*: _GSetRemoveAll, \
        Pyramidoid*: _GSetRemoveAll, \
        Spheroid*: _GSetRemoveAll, \
        default: PBErriInvalidPolymorphism), \
    GSetKnapSackPod*: _Generic(Data, \
        KnapSackPod*: _GSetRemoveAll, \
        default: PBErriInvalidPolymorphism), \
    GSetPBPhysParticle*: _Generic(Data, \
        PBPhysParticle*: _GSetRemoveAll, \
        default: PBErriInvalidPolymorphism), \
    GSetGenTree*: _Generic(Data, \
        GenTree*: _GSetRemoveAll, \
        default: PBErriInvalidPolymorphism), \
    GSetStr*: _Generic(Data, \

```



```

        char*: _GSetRemoveAll, \
        default: PBErInvalidPolymorphism), \
GSetGenTreeStr*: _Generic(Data, \
    GenTreeStr*: _GSetRemoveAll, \
    default: PBErInvalidPolymorphism), \
GSetSquidletInfo*: _Generic(Data, \
    SquidletInfo*: _GSetRemoveAll, \
    default: PBErInvalidPolymorphism), \
GSetSquidletTaskRequest*: _Generic(Data, \
    SquidletTaskRequest*: _GSetRemoveAll, \
    default: PBErInvalidPolymorphism), \
GSetSquadRunningTask*: _Generic(Data, \
    SquadRunningTask*: _GSetRemoveAll, \
    default: PBErInvalidPolymorphism), \
default: PBErInvalidPolymorphism)((GSet*)(Set), (void*)(Data))

#define GSetGetIndexFirst(Set, Data) _Generic(Set, \
    GSet*: _Generic(Data, \
        default: _GSetGetIndexFirst), \
    const GSet*: _Generic(Data, \
        default: _GSetGetIndexFirst), \
    GSetVecFloat*: _Generic(Data, \
        VecFloat*: _GSetGetIndexFirst, \
        VecFloat2D*: _GSetGetIndexFirst, \
        VecFloat3D*: _GSetGetIndexFirst, \
        default: PBErInvalidPolymorphism), \
    const GSetVecFloat*: _Generic(Data, \
        VecFloat*: _GSetGetIndexFirst, \
        VecFloat2D*: _GSetGetIndexFirst, \
        VecFloat3D*: _GSetGetIndexFirst, \
        default: PBErInvalidPolymorphism), \
    GSetVecShort*: _Generic(Data, \
        VecShort*: _GSetGetIndexFirst, \
        VecShort2D*: _GSetGetIndexFirst, \
        VecShort3D*: _GSetGetIndexFirst, \
        VecShort4D*: _GSetGetIndexFirst, \
        default: PBErInvalidPolymorphism), \
    const GSetVecShort*: _Generic(Data, \
        VecShort*: _GSetGetIndexFirst, \
        VecShort2D*: _GSetGetIndexFirst, \
        VecShort3D*: _GSetGetIndexFirst, \
        VecShort4D*: _GSetGetIndexFirst, \
        default: PBErInvalidPolymorphism), \
    GSetBCurve*: _Generic(Data, \
        BCurve*: _GSetGetIndexFirst, \
        default: PBErInvalidPolymorphism), \
    const GSetBCurve*: _Generic(Data, \
        BCurve*: _GSetGetIndexFirst, \
        default: PBErInvalidPolymorphism), \
    GSetSCurve*: _Generic(Data, \
        SCurve*: _GSetGetIndexFirst, \
        default: PBErInvalidPolymorphism), \
    const GSetSCurve*: _Generic(Data, \
        SCurve*: _GSetGetIndexFirst, \
        default: PBErInvalidPolymorphism), \
    GSetShapoid*: _Generic(Data, \
        Shapoid*: _GSetGetIndexFirst, \
        Facoid*: _GSetGetIndexFirst, \
        Pyramidoid*: _GSetGetIndexFirst, \
        Spheroid*: _GSetGetIndexFirst, \
        default: PBErInvalidPolymorphism), \
    const GSetShapoid*: _Generic(Data, \

```

```

    Shapoid*: _GSetGetIndexFirst, \
    Facoid*: _GSetGetIndexFirst, \
    Pyramidoid*: _GSetGetIndexFirst, \
    Spheroid*: _GSetGetIndexFirst, \
    default: PBErrInvalidPolymorphism), \
GSetKnapSackPod*: _Generic(Data, \
    KnapSackPod*: _GSetGetIndexFirst, \
    default: PBErrInvalidPolymorphism), \
const GSetKnapSackPod*: _Generic(Data, \
    KnapSackPod*: _GSetGetIndexFirst, \
    default: PBErrInvalidPolymorphism), \
GSetPBPhysParticle*: _Generic(Data, \
    PBPhysParticle*: _GSetGetIndexFirst, \
    default: PBErrInvalidPolymorphism), \
const GSetPBPhysParticle*: _Generic(Data, \
    PBPhysParticle*: _GSetGetIndexFirst, \
    default: PBErrInvalidPolymorphism), \
GSetGenTree*: _Generic(Data, \
    GenTree*: _GSetGetIndexFirst, \
    default: PBErrInvalidPolymorphism), \
const GSetGenTree*: _Generic(Data, \
    GenTree*: _GSetGetIndexFirst, \
    default: PBErrInvalidPolymorphism), \
GSetStr*: _Generic(Data, \
    char*: _GSetGetIndexFirst, \
    default: PBErrInvalidPolymorphism), \
const GSetStr*: _Generic(Data, \
    char*: _GSetGetIndexFirst, \
    default: PBErrInvalidPolymorphism), \
GSetGenTreeStr*: _Generic(Data, \
    GenTreeStr*: _GSetGetIndexFirst, \
    default: PBErrInvalidPolymorphism), \
const GSetGenTreeStr*: _Generic(Data, \
    GenTreeStr*: _GSetGetIndexFirst, \
    default: PBErrInvalidPolymorphism), \
const GSetSquidletInfo*: _Generic(Data, \
    SquidletInfo*: _GSetGetIndexFirst, \
    default: PBErrInvalidPolymorphism), \
const GSetSquidletTaskRequest*: _Generic(Data, \
    SquidletTaskRequest*: _GSetGetIndexFirst, \
    default: PBErrInvalidPolymorphism), \
const GSetSquadRunningTask*: _Generic(Data, \
    SquadRunningTask*: _GSetGetIndexFirst, \
    default: PBErrInvalidPolymorphism), \
default: PBErrInvalidPolymorphism)((GSet*)(Set), (void*)(Data))

#define GSetGetIndexLast(Set, Data) _Generic(Set, \
    GSet*: _Generic(Data, \
        default: _GSetGetIndexLast), \
    const GSet*: _Generic(Data, \
        default: _GSetGetIndexLast), \
    GSetVecFloat*: _Generic(Data, \
        VecFloat*: _GSetGetIndexLast, \
        VecFloat2D*: _GSetGetIndexLast, \
        VecFloat3D*: _GSetGetIndexLast, \
        default: PBErrInvalidPolymorphism), \
    const GSetVecFloat*: _Generic(Data, \
        VecFloat*: _GSetGetIndexLast, \
        VecFloat2D*: _GSetGetIndexLast, \
        VecFloat3D*: _GSetGetIndexLast, \
        default: PBErrInvalidPolymorphism), \
    GSetVecShort*: _Generic(Data, \

```

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    VecShort*: _GSetGetIndexLast, \
    VecShort2D*: _GSetGetIndexLast, \
    VecShort3D*: _GSetGetIndexLast, \
    VecShort4D*: _GSetGetIndexLast, \
    default: PBErrInvalidPolymorphism), \
const GSetVecShort*: _Generic(Data, \
    VecShort*: _GSetGetIndexLast, \
    VecShort2D*: _GSetGetIndexLast, \
    VecShort3D*: _GSetGetIndexLast, \
    VecShort4D*: _GSetGetIndexLast, \
    default: PBErrInvalidPolymorphism), \
GSetBCurve*: _Generic(Data, \
    BCurve*: _GSetGetIndexLast, \
    default: PBErrInvalidPolymorphism), \
const GSetBCurve*: _Generic(Data, \
    BCurve*: _GSetGetIndexLast, \
    default: PBErrInvalidPolymorphism), \
GSetSCurve*: _Generic(Data, \
    SCurve*: _GSetGetIndexLast, \
    default: PBErrInvalidPolymorphism), \
const GSetSCurve*: _Generic(Data, \
    SCurve*: _GSetGetIndexLast, \
    default: PBErrInvalidPolymorphism), \
GSetShapoid*: _Generic(Data, \
    Shapoid*: _GSetGetIndexLast, \
    Facoid*: _GSetGetIndexLast, \
    Pyramidoid*: _GSetGetIndexLast, \
    Spheroid*: _GSetGetIndexLast, \
    default: PBErrInvalidPolymorphism), \
const GSetShapoid*: _Generic(Data, \
    Shapoid*: _GSetGetIndexLast, \
    Facoid*: _GSetGetIndexLast, \
    Pyramidoid*: _GSetGetIndexLast, \
    Spheroid*: _GSetGetIndexLast, \
    default: PBErrInvalidPolymorphism), \
GSetKnapSackPod*: _Generic(Data, \
    KnapSackPod*: _GSetGetIndexLast, \
    default: PBErrInvalidPolymorphism), \
const GSetKnapSackPod*: _Generic(Data, \
    KnapSackPod*: _GSetGetIndexLast, \
    default: PBErrInvalidPolymorphism), \
GSetPBPhysParticle*: _Generic(Data, \
    PBPhysParticle*: _GSetGetIndexLast, \
    default: PBErrInvalidPolymorphism), \
const GSetPBPhysParticle*: _Generic(Data, \
    PBPhysParticle*: _GSetGetIndexLast, \
    default: PBErrInvalidPolymorphism), \
GSetGenTree*: _Generic(Data, \
    GenTree*: _GSetGetIndexLast, \
    default: PBErrInvalidPolymorphism), \
const GSetGenTree*: _Generic(Data, \
    GenTree*: _GSetGetIndexLast, \
    default: PBErrInvalidPolymorphism), \
GSetStr*: _Generic(Data, \
    char*: _GSetGetIndexLast, \
    default: PBErrInvalidPolymorphism), \
const GSetStr*: _Generic(Data, \
    char*: _GSetGetIndexLast, \
    default: PBErrInvalidPolymorphism), \
GSetGenTreeStr*: _Generic(Data, \
    GenTreeStr*: _GSetGetIndexLast, \
    default: PBErrInvalidPolymorphism), \

```

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const GSetGenTreeStr*: _Generic(Data, \
    GenTreeStr*: _GSetGetIndexLast, \
    default: PBErInvalidPolymorphism), \
const GSetSquidletInfo*: _Generic(Data, \
    SquidletInfo*: _GSetGetIndexLast, \
    default: PBErInvalidPolymorphism), \
const GSetSquidletTaskRequest*: _Generic(Data, \
    SquidletTaskRequest*: _GSetGetIndexLast, \
    default: PBErInvalidPolymorphism), \
const GSetSquadRunningTask*: _Generic(Data, \
    SquadRunningTask*: _GSetGetIndexLast, \
    default: PBErInvalidPolymorphism), \
default: PBErInvalidPolymorphism)((GSet*)(Set), (void*)(Data))

#define GSetFirstElem(Set, Data) _Generic(Set, \
    GSet*: _Generic(Data, \
        default: _GSetFirstElem), \
    const GSet*: _Generic(Data, \
        default: _GSetFirstElem), \
    GSetVecFloat*: _Generic(Data, \
        VecFloat*: _GSetFirstElem, \
        VecFloat2D*: _GSetFirstElem, \
        VecFloat3D*: _GSetFirstElem, \
        default: PBErInvalidPolymorphism), \
    const GSetVecFloat*: _Generic(Data, \
        VecFloat*: _GSetFirstElem, \
        VecFloat2D*: _GSetFirstElem, \
        VecFloat3D*: _GSetFirstElem, \
        default: PBErInvalidPolymorphism), \
    GSetVecShort*: _Generic(Data, \
        VecShort*: _GSetFirstElem, \
        VecShort2D*: _GSetFirstElem, \
        VecShort3D*: _GSetFirstElem, \
        VecShort4D*: _GSetFirstElem, \
        default: PBErInvalidPolymorphism), \
    const GSetVecShort*: _Generic(Data, \
        VecShort*: _GSetFirstElem, \
        VecShort2D*: _GSetFirstElem, \
        VecShort3D*: _GSetFirstElem, \
        VecShort4D*: _GSetFirstElem, \
        default: PBErInvalidPolymorphism), \
    GSetBCurve*: _Generic(Data, \
        BCurve*: _GSetFirstElem, \
        default: PBErInvalidPolymorphism), \
    const GSetBCurve*: _Generic(Data, \
        BCurve*: _GSetFirstElem, \
        default: PBErInvalidPolymorphism), \
    GSetSCurve*: _Generic(Data, \
        SCurve*: _GSetFirstElem, \
        default: PBErInvalidPolymorphism), \
    const GSetSCurve*: _Generic(Data, \
        SCurve*: _GSetFirstElem, \
        default: PBErInvalidPolymorphism), \
    GSetShapoid*: _Generic(Data, \
        Shapoid*: _GSetFirstElem, \
        Facoid*: _GSetFirstElem, \
        Pyramidoid*: _GSetFirstElem, \
        Spheroid*: _GSetFirstElem, \
        default: PBErInvalidPolymorphism), \
    const GSetShapoid*: _Generic(Data, \
        Shapoid*: _GSetFirstElem, \
        Facoid*: _GSetFirstElem, \

```

```

Pyramidoid*: _GSetFirstElem, \
Spheroid*: _GSetFirstElem, \
default: PBErriInvalidPolymorphism), \
GSetKnapSackPod*: _Generic(Data, \
KnapSackPod*: _GSetFirstElem, \
default: PBErriInvalidPolymorphism), \
const GSetKnapSackPod*: _Generic(Data, \
KnapSackPod*: _GSetFirstElem, \
default: PBErriInvalidPolymorphism), \
GSetPBPhysParticle*: _Generic(Data, \
PBPhysParticle*: _GSetFirstElem, \
default: PBErriInvalidPolymorphism), \
const GSetPBPhysParticle*: _Generic(Data, \
PBPhysParticle*: _GSetFirstElem, \
default: PBErriInvalidPolymorphism), \
GSetGenTree*: _Generic(Data, \
GenTree*: _GSetFirstElem, \
default: PBErriInvalidPolymorphism), \
const GSetGenTree*: _Generic(Data, \
GenTree*: _GSetFirstElem, \
default: PBErriInvalidPolymorphism), \
GSetStr*: _Generic(Data, \
char*: _GSetFirstElem, \
default: PBErriInvalidPolymorphism), \
const GSetStr*: _Generic(Data, \
char*: _GSetFirstElem, \
default: PBErriInvalidPolymorphism), \
GSetGenTreeStr*: _Generic(Data, \
GenTreeStr*: _GSetFirstElem, \
default: PBErriInvalidPolymorphism), \
const GSetGenTreeStr*: _Generic(Data, \
GenTreeStr*: _GSetFirstElem, \
default: PBErriInvalidPolymorphism), \
const GSetSquidletInfo*: _Generic(Data, \
SquidletInfo*: _GSetFirstElem, \
default: PBErriInvalidPolymorphism), \
const GSetSquidletTaskRequest*: _Generic(Data, \
SquidletTaskRequest*: _GSetFirstElem, \
default: PBErriInvalidPolymorphism), \
const GSetSquadRunningTask*: _Generic(Data, \
SquadRunningTask*: _GSetFirstElem, \
default: PBErriInvalidPolymorphism), \
default: PBErriInvalidPolymorphism)((GSet*)(Set), (void*)(Data))

#define GSetLastElem(Set, Data) _Generic(Set, \
GSet*: _Generic(Data, \
default: _GSetLastElem), \
const GSet*: _Generic(Data, \
default: _GSetLastElem), \
GSetVecFloat*: _Generic(Data, \
VecFloat*: _GSetLastElem, \
VecFloat2D*: _GSetLastElem, \
VecFloat3D*: _GSetLastElem, \
default: PBErriInvalidPolymorphism), \
const GSetVecFloat*: _Generic(Data, \
VecFloat*: _GSetLastElem, \
VecFloat2D*: _GSetLastElem, \
VecFloat3D*: _GSetLastElem, \
default: PBErriInvalidPolymorphism), \
GSetVecShort*: _Generic(Data, \
VecShort*: _GSetLastElem, \
VecShort2D*: _GSetLastElem, \

```

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    VecShort3D*: _GSetLastElem, \
    VecShort4D*: _GSetLastElem, \
    default: PBErriInvalidPolymorphism), \
const GSetVecShort*: _Generic(Data, \
    VecShort*: _GSetLastElem, \
    VecShort2D*: _GSetLastElem, \
    VecShort3D*: _GSetLastElem, \
    VecShort4D*: _GSetLastElem, \
    default: PBErriInvalidPolymorphism), \
GSetBCurve*: _Generic(Data, \
    BCurve*: _GSetLastElem, \
    default: PBErriInvalidPolymorphism), \
const GSetBCurve*: _Generic(Data, \
    BCurve*: _GSetLastElem, \
    default: PBErriInvalidPolymorphism), \
GSetSCurve*: _Generic(Data, \
    SCurve*: _GSetLastElem, \
    default: PBErriInvalidPolymorphism), \
const GSetSCurve*: _Generic(Data, \
    SCurve*: _GSetLastElem, \
    default: PBErriInvalidPolymorphism), \
GSetShapoid*: _Generic(Data, \
    Shapoid*: _GSetLastElem, \
    Facoid*: _GSetLastElem, \
    Pyramidoid*: _GSetLastElem, \
    Spheroid*: _GSetLastElem, \
    default: PBErriInvalidPolymorphism), \
const GSetShapoid*: _Generic(Data, \
    Shapoid*: _GSetLastElem, \
    Facoid*: _GSetLastElem, \
    Pyramidoid*: _GSetLastElem, \
    Spheroid*: _GSetLastElem, \
    default: PBErriInvalidPolymorphism), \
GSetKnapSackPod*: _Generic(Data, \
    KnapSackPod*: _GSetLastElem, \
    default: PBErriInvalidPolymorphism), \
const GSetKnapSackPod*: _Generic(Data, \
    KnapSackPod*: _GSetLastElem, \
    default: PBErriInvalidPolymorphism), \
GSetPBPhysParticle*: _Generic(Data, \
    PBPhysParticle*: _GSetLastElem, \
    default: PBErriInvalidPolymorphism), \
const GSetPBPhysParticle*: _Generic(Data, \
    PBPhysParticle*: _GSetLastElem, \
    default: PBErriInvalidPolymorphism), \
GSetGenTree*: _Generic(Data, \
    GenTree*: _GSetLastElem, \
    default: PBErriInvalidPolymorphism), \
const GSetGenTree*: _Generic(Data, \
    GenTree*: _GSetLastElem, \
    default: PBErriInvalidPolymorphism), \
GSetStr*: _Generic(Data, \
    char*: _GSetLastElem, \
    default: PBErriInvalidPolymorphism), \
const GSetStr*: _Generic(Data, \
    char*: _GSetLastElem, \
    default: PBErriInvalidPolymorphism), \
GSetGenTreeStr*: _Generic(Data, \
    GenTreeStr*: _GSetLastElem, \
    default: PBErriInvalidPolymorphism), \
const GSetGenTreeStr*: _Generic(Data, \
    GenTreeStr*: _GSetLastElem, \

```

```

        default: PBErrInvalidPolymorphism), \
const GSetSquidletInfo*: _Generic(Data, \
    SquidletInfo*: _GSetLastElem, \
    default: PBErrInvalidPolymorphism), \
const GSetSquidletTaskRequest*: _Generic(Data, \
    SquidletTaskRequest*: _GSetLastElem, \
    default: PBErrInvalidPolymorphism), \
const GSetSquadRunningTask*: _Generic(Data, \
    SquadRunningTask*: _GSetLastElem, \
    default: PBErrInvalidPolymorphism), \
default: PBErrInvalidPolymorphism)((GSet*)(Set), (void*)(Data))

#define GSetPrint(Set, Stream, Fun, Sep) _Generic(Set, \
    GSet*: _GSetPrint, \
    const GSet*: _GSetPrint, \
    GSetVecFloat*: _GSetPrint, \
    const GSetVecFloat*: _GSetPrint, \
    GSetVecShort*: _GSetPrint, \
    const GSetVecShort*: _GSetPrint, \
    GSetBCurve*: _GSetPrint, \
    const GSetBCurve*: _GSetPrint, \
    GSetSCurve*: _GSetPrint, \
    const GSetSCurve*: _GSetPrint, \
    GSetShapoid*: _GSetPrint, \
    const GSetShapoid*: _GSetPrint, \
    GSetKnapSackPod*: _GSetPrint, \
    const GSetKnapSackPod*: _GSetPrint, \
    GSetPBPhysParticle*: _GSetPrint, \
    const GSetPBPhysParticle*: _GSetPrint, \
    GSetGenTree*: _GSetPrint, \
    const GSetGenTree*: _GSetPrint, \
    GSetStr*: _GSetPrint, \
    const GSetStr*: _GSetPrint, \
    GSetGenTreeStr*: _GSetPrint, \
    const GSetGenTreeStr*: _GSetPrint, \
    GSetSquidletInfo*: _GSetPrint, \
    const GSetSquidletInfo*: _GSetPrint, \
    GSetSquidletTaskRequest*: _GSetPrint, \
    const GSetSquidletTaskRequest*: _GSetPrint, \
    GSetSquadRunningTask*: _GSetPrint, \
    const GSetSquadRunningTask*: _GSetPrint, \
    default: PBErrInvalidPolymorphism)((GSet*)(Set), Stream, Fun, Sep)

#define GSetFlush(Set) _Generic(Set, \
    GSet*: _GSetFlush, \
    GSetVecFloat*: _GSetFlush, \
    GSetVecShort*: _GSetFlush, \
    GSetBCurve*: _GSetFlush, \
    GSetSCurve*: _GSetFlush, \
    GSetShapoid*: _GSetFlush, \
    GSetKnapSackPod*: _GSetFlush, \
    GSetPBPhysParticle*: _GSetFlush, \
    GSetGenTree*: _GSetFlush, \
    GSetStr*: _GSetFlush, \
    GSetGenTreeStr*: _GSetFlush, \
    GSetSquidletInfo*: _GSetFlush, \
    GSetSquidletTaskRequest*: _GSetFlush, \
    GSetSquadRunningTask*: _GSetFlush, \
    default: PBErrInvalidPolymorphism)((GSet*)(Set))

#define GSetNbElem(Set) _Generic(Set, \
    GSet*: _GSetNbElem, \

```

```

const GSet*: _GSetNbElem, \
GSetVecFloat*: _GSetNbElem, \
const GSetVecFloat*: _GSetNbElem, \
GSetVecShort*: _GSetNbElem, \
const GSetVecShort*: _GSetNbElem, \
GSetBCurve*: _GSetNbElem, \
const GSetBCurve*: _GSetNbElem, \
GSetSCurve*: _GSetNbElem, \
const GSetSCurve*: _GSetNbElem, \
GSetShapoid*: _GSetNbElem, \
const GSetShapoid*: _GSetNbElem, \
GSetKnapSackPod*: _GSetNbElem, \
const GSetKnapSackPod*: _GSetNbElem, \
GSetPBPhysParticle*: _GSetNbElem, \
const GSetPBPhysParticle*: _GSetNbElem, \
GSetGenTree*: _GSetNbElem, \
const GSetGenTree*: _GSetNbElem, \
GSetStr*: _GSetNbElem, \
const GSetStr*: _GSetNbElem, \
GSetGenTreeStr*: _GSetNbElem, \
const GSetGenTreeStr*: _GSetNbElem, \
GSetSquidletInfo*: _GSetNbElem, \
const GSetSquidletInfo*: _GSetNbElem, \
GSetSquidletTaskRequest*: _GSetNbElem, \
const GSetSquidletTaskRequest*: _GSetNbElem, \
GSetSquadRunningTask*: _GSetNbElem, \
const GSetSquadRunningTask*: _GSetNbElem, \
default: PBErrInvalidPolymorphism)((GSet*)(Set))

#define GSetPop(Set) _Generic(Set, \
    GSet*: _GSetPop, \
    GSetVecFloat*: _GSetVecFloatPop, \
    GSetVecShort*: _GSetVecShortPop, \
    GSetBCurve*: _GSetBCurvePop, \
    GSetSCurve*: _GSetSCurvePop, \
    GSetShapoid*: _GSetShapoidPop, \
    GSetKnapSackPod*: _GSetKnapSackPodPop, \
    GSetPBPhysParticle*: _GSetPBPhysParticlePop, \
    GSetGenTree*: _GSetGenTreePop, \
    GSetStr*: _GSetStrPop, \
    GSetGenTreeStr*: _GSetGenTreeStrPop, \
    GSetSquidletInfo*: _GSetSquidletInfoPop, \
    GSetSquidletTaskRequest*: _GSetSquidletTaskRequestPop, \
    GSetSquadRunningTask*: _GSetSquadRunningTaskPop, \
    default: PBErrInvalidPolymorphism)(Set)

#define GSetDrop(Set) _Generic(Set, \
    GSet*: _GSetDrop, \
    GSetVecFloat*: _GSetVecFloatDrop, \
    GSetVecShort*: _GSetVecShortDrop, \
    GSetBCurve*: _GSetBCurveDrop, \
    GSetSCurve*: _GSetSCurveDrop, \
    GSetShapoid*: _GSetShapoidDrop, \
    GSetKnapSackPod*: _GSetKnapSackPodDrop, \
    GSetPBPhysParticle*: _GSetPBPhysParticleDrop, \
    GSetGenTree*: _GSetGenTreeDrop, \
    GSetStr*: _GSetStrDrop, \
    GSetGenTreeStr*: _GSetGenTreeStrDrop, \
    GSetSquidletInfo*: _GSetSquidletInfoDrop, \
    GSetSquidletTaskRequest*: _GSetSquidletTaskRequestDrop, \
    GSetSquadRunningTask*: _GSetSquadRunningTaskDrop, \
    default: PBErrInvalidPolymorphism)(Set)

```



```

#define GSetRemove(Set, Pos) _Generic(Set, \
    GSet*: _GSetRemove, \
    GSetVecFloat*: _GSetVecFloatRemove, \
    GSetVecShort*: _GSetVecShortRemove, \
    GSetBCurve*: _GSetBCurveRemove, \
    GSetSCurve*: _GSetSCurveRemove, \
    GSetShapoid*: _GSetShapoidRemove, \
    GSetKnapSackPod*: _GSetKnapSackPodRemove, \
    GSetPBPhysParticle*: _GSetPBPhysParticleRemove, \
    GSetGenTree*: _GSetGenTreeRemove, \
    GSetStr*: _GSetStrRemove, \
    GSetGenTreeStr*: _GSetGenTreeStrRemove, \
    GSetSquidletInfo*: _GSetSquidletInfoRemove, \
    GSetSquidletTaskRequest*: _GSetSquidletTaskRequestRemove, \
    GSetSquadRunningTask*: _GSetSquadRunningTaskRemove, \
    default: PBErrInvalidPolymorphism)(Set, Pos)

#define GSetRemoveElem(Set, Elem) _Generic(Set, \
    GSet*: _GSetRemoveElem, \
    GSetVecFloat*: _GSetVecFloatRemoveElem, \
    GSetVecShort*: _GSetVecShortRemoveElem, \
    GSetBCurve*: _GSetBCurveRemoveElem, \
    GSetSCurve*: _GSetSCurveRemoveElem, \
    GSetShapoid*: _GSetShapoidRemoveElem, \
    GSetKnapSackPod*: _GSetKnapSackPodRemoveElem, \
    GSetPBPhysParticle*: _GSetPBPhysParticleRemoveElem, \
    GSetGenTree*: _GSetGenTreeRemoveElem, \
    GSetStr*: _GSetStrRemoveElem, \
    GSetGenTreeStr*: _GSetGenTreeStrRemoveElem, \
    GSetSquidletInfo*: _GSetSquidletInfoRemoveElem, \
    GSetSquidletTaskRequest*: _GSetSquidletTaskRequestRemoveElem, \
    GSetSquadRunningTask*: _GSetSquadRunningTaskRemoveElem, \
    default: PBErrInvalidPolymorphism)(Set, Elem)

#define GSetGet(Set, Pos) _Generic(Set, \
    GSet*: _GSetGet, \
    const GSet*: _GSetGet, \
    GSetVecFloat*: _GSetVecFloatGet, \
    const GSetVecFloat*: _GSetVecFloatGet, \
    GSetVecShort*: _GSetVecShortGet, \
    const GSetVecShort*: _GSetVecShortGet, \
    GSetBCurve*: _GSetBCurveGet, \
    const GSetBCurve*: _GSetBCurveGet, \
    GSetSCurve*: _GSetSCurveGet, \
    const GSetSCurve*: _GSetSCurveGet, \
    GSetShapoid*: _GSetShapoidGet, \
    const GSetShapoid*: _GSetShapoidGet, \
    GSetKnapSackPod*: _GSetKnapSackPodGet, \
    const GSetKnapSackPod*: _GSetKnapSackPodGet, \
    GSetPBPhysParticle*: _GSetPBPhysParticleGet, \
    const GSetPBPhysParticle*: _GSetPBPhysParticleGet, \
    GSetGenTree*: _GSetGenTreeGet, \
    const GSetGenTree*: _GSetGenTreeGet, \
    GSetStr*: _GSetStrGet, \
    const GSetStr*: _GSetStrGet, \
    GSetGenTreeStr*: _GSetGenTreeStrGet, \
    const GSetGenTreeStr*: _GSetGenTreeStrGet, \
    GSetSquidletInfo*: _GSetSquidletInfoGet, \
    const GSetSquidletInfo*: _GSetSquidletInfoGet, \
    GSetSquidletTaskRequest*: _GSetSquidletTaskRequestGet, \
    const GSetSquidletTaskRequest*: _GSetSquidletTaskRequestGet, \

```

```

GSetSquadRunningTask*: _GSetSquadRunningTaskGet, \
const GSetSquadRunningTask*: _GSetSquadRunningTaskGet, \
default: PBErrInvalidPolymorphism)(Set, Pos)

#define GSetGetJump(Set, Pos) _Generic(Set, \
    GSet*: _GSetGetJump, \
    const GSet*: _GSetGetJump, \
    GSetVecFloat*: _GSetVecFloatGetJump, \
    const GSetVecFloat*: _GSetVecFloatGetJump, \
    GSetVecShort*: _GSetVecShortGetJump, \
    const GSetVecShort*: _GSetVecShortGetJump, \
    GSetBCurve*: _GSetBCurveGetJump, \
    const GSetBCurve*: _GSetBCurveGetJump, \
    GSetSCurve*: _GSetSCurveGetJump, \
    const GSetSCurve*: _GSetSCurveGetJump, \
    GSetShapoid*: _GSetShapoidGetJump, \
    const GSetShapoid*: _GSetShapoidGetJump, \
    GSetKnapSackPod*: _GSetKnapSackPodGetJump, \
    const GSetKnapSackPod*: _GSetKnapSackPodGetJump, \
    GSetPBPhysParticle*: _GSetPBPhysParticleGetJump, \
    const GSetPBPhysParticle*: _GSetPBPhysParticleGetJump, \
    GSetGenTree*: _GSetGenTreeGetJump, \
    const GSetGenTree*: _GSetGenTreeGetJump, \
    GSetStr*: _GSetStrGetJump, \
    const GSetStr*: _GSetStrGetJump, \
    GSetGenTreeStr*: _GSetGenTreeStrGetJump, \
    const GSetGenTreeStr*: _GSetGenTreeStrGetJump, \
    GSetSquidletInfo*: _GSetSquidletInfoGetJump, \
    const GSetSquidletInfo*: _GSetSquidletInfoGetJump, \
    GSetSquidletTaskRequest*: _GSetSquidletTaskRequestGetJump, \
    const GSetSquidletTaskRequest*: _GSetSquidletTaskRequestGetJump, \
    GSetSquadRunningTask*: _GSetSquadRunningTaskGetJump, \
    const GSetSquadRunningTask*: _GSetSquadRunningTaskGetJump, \
    default: PBErrInvalidPolymorphism)(Set, Pos)

#define GSetHead(Set) _Generic(Set, \
    GSet*: _GSetHead, \
    const GSet*: _GSetHead, \
    GSetVecFloat*: _GSetVecFloatGetHead, \
    const GSetVecFloat*: _GSetVecFloatGetHead, \
    GSetVecShort*: _GSetVecShortGetHead, \
    const GSetVecShort*: _GSetVecShortGetHead, \
    GSetBCurve*: _GSetBCurveGetHead, \
    const GSetBCurve*: _GSetBCurveGetHead, \
    GSetSCurve*: _GSetSCurveGetHead, \
    const GSetSCurve*: _GSetSCurveGetHead, \
    GSetShapoid*: _GSetShapoidGetHead, \
    const GSetShapoid*: _GSetShapoidGetHead, \
    GSetKnapSackPod*: _GSetKnapSackPodGetHead, \
    const GSetKnapSackPod*: _GSetKnapSackPodGetHead, \
    GSetPBPhysParticle*: _GSetPBPhysParticleGetHead, \
    const GSetPBPhysParticle*: _GSetPBPhysParticleGetHead, \
    GSetGenTree*: _GSetGenTreeGetHead, \
    const GSetGenTree*: _GSetGenTreeGetHead, \
    GSetStr*: _GSetStrGetHead, \
    const GSetStr*: _GSetStrGetHead, \
    GSetGenTreeStr*: _GSetGenTreeStrGetHead, \
    const GSetGenTreeStr*: _GSetGenTreeStrGetHead, \
    GSetSquidletInfo*: _GSetSquidletInfoGetHead, \
    const GSetSquidletInfo*: _GSetSquidletInfoGetHead, \
    GSetSquidletTaskRequest*: _GSetSquidletTaskRequestGetHead, \
    const GSetSquidletTaskRequest*: _GSetSquidletTaskRequestGetHead, \

```

```

GSetSquadRunningTask*: _GSetSquadRunningTaskGetHead, \
const GSetSquadRunningTask*: _GSetSquadRunningTaskGetHead, \
default: PBErrInvalidPolymorphism)(Set)

#define GSetTail(Set) _Generic(Set, \
    GSet*: _GSetTail, \
    const GSet*: _GSetTail, \
    GSetVecFloat*: _GSetVecFloatGetTail, \
    const GSetVecFloat*: _GSetVecFloatGetTail, \
    GSetVecShort*: _GSetVecShortGetTail, \
    const GSetVecShort*: _GSetVecShortGetTail, \
    GSetBCurve*: _GSetBCurveGetTail, \
    const GSetBCurve*: _GSetBCurveGetTail, \
    GSetSCurve*: _GSetSCurveGetTail, \
    const GSetSCurve*: _GSetSCurveGetTail, \
    GSetShapoid*: _GSetShapoidGetTail, \
    const GSetShapoid*: _GSetShapoidGetTail, \
    GSetKnapSackPod*: _GSetKnapSackPodGetTail, \
    const GSetKnapSackPod*: _GSetKnapSackPodGetTail, \
    GSetPBPhysParticle*: _GSetPBPhysParticleGetTail, \
    const GSetPBPhysParticle*: _GSetPBPhysParticleGetTail, \
    GSetGenTree*: _GSetGenTreeGetTail, \
    const GSetGenTree*: _GSetGenTreeGetTail, \
    GSetStr*: _GSetStrGetTail, \
    const GSetStr*: _GSetStrGetTail, \
    GSetGenTreeStr*: _GSetGenTreeStrGetTail, \
    const GSetGenTreeStr*: _GSetGenTreeStrGetTail, \
    GSetSquidletInfo*: _GSetSquidletInfoGetTail, \
    const GSetSquidletInfo*: _GSetSquidletInfoGetTail, \
    GSetSquidletTaskRequest*: _GSetSquidletTaskRequestGetTail, \
    const GSetSquidletTaskRequest*: _GSetSquidletTaskRequestGetTail, \
    GSetSquadRunningTask*: _GSetSquadRunningTaskGetTail, \
    const GSetSquadRunningTask*: _GSetSquadRunningTaskGetTail, \
    default: PBErrInvalidPolymorphism)(Set)

#define GSetHeadElem(Set) _Generic(Set, \
    GSet*: _GSetHeadElem, \
    const GSet*: _GSetHeadElem, \
    GSetVecFloat*: _GSetHeadElem, \
    const GSetVecFloat*: _GSetHeadElem, \
    GSetVecShort*: _GSetHeadElem, \
    const GSetVecShort*: _GSetHeadElem, \
    GSetBCurve*: _GSetHeadElem, \
    const GSetBCurve*: _GSetHeadElem, \
    GSetSCurve*: _GSetHeadElem, \
    const GSetSCurve*: _GSetHeadElem, \
    GSetShapoid*: _GSetHeadElem, \
    const GSetShapoid*: _GSetHeadElem, \
    GSetKnapSackPod*: _GSetHeadElem, \
    const GSetKnapSackPod*: _GSetHeadElem, \
    GSetPBPhysParticle*: _GSetHeadElem, \
    const GSetPBPhysParticle*: _GSetHeadElem, \
    GSetGenTree*: _GSetHeadElem, \
    const GSetGenTree*: _GSetHeadElem, \
    GSetStr*: _GSetHeadElem, \
    const GSetStr*: _GSetHeadElem, \
    GSetGenTreeStr*: _GSetHeadElem, \
    const GSetGenTreeStr*: _GSetHeadElem, \
    GSetSquidletInfo*: _GSetHeadElem, \
    const GSetSquidletInfo*: _GSetHeadElem, \
    GSetSquidletTaskRequest*: _GSetHeadElem, \
    const GSetSquidletTaskRequest*: _GSetHeadElem, \

```

```

GSetSquadRunningTask*: _GSetHeadElem, \
const GSetSquadRunningTask*: _GSetHeadElem, \
default: PBErrInvalidPolymorphism)((const GSet*)Set)

#define GSetTailElem(Set) _Generic(Set, \
    GSet*: _GSetTailElem, \
    const GSet*: _GSetTailElem, \
    GSetVecFloat*: _GSetTailElem, \
    const GSetVecFloat*: _GSetTailElem, \
    GSetVecShort*: _GSetTailElem, \
    const GSetVecShort*: _GSetTailElem, \
    GSetBCurve*: _GSetTailElem, \
    const GSetBCurve*: _GSetTailElem, \
    GSetSCurve*: _GSetTailElem, \
    const GSetSCurve*: _GSetTailElem, \
    GSetShapoid*: _GSetTailElem, \
    const GSetShapoid*: _GSetTailElem, \
    GSetKnapSackPod*: _GSetTailElem, \
    const GSetKnapSackPod*: _GSetTailElem, \
    GSetPBPhysParticle*: _GSetTailElem, \
    const GSetPBPhysParticle*: _GSetTailElem, \
    GSetGenTree*: _GSetTailElem, \
    const GSetGenTree*: _GSetTailElem, \
    GSetStr*: _GSetTailElem, \
    const GSetStr*: _GSetTailElem, \
    GSetGenTreeStr*: _GSetTailElem, \
    const GSetGenTreeStr*: _GSetTailElem, \
    GSetSquidletInfo*: _GSetTailElem, \
    const GSetSquidletInfo*: _GSetTailElem, \
    GSetSquidletTaskRequest*: _GSetTailElem, \
    const GSetSquidletTaskRequest*: _GSetTailElem, \
    GSetSquadRunningTask*: _GSetTailElem, \
    const GSetSquadRunningTask*: _GSetTailElem, \
    default: PBErrInvalidPolymorphism)((const GSet*)Set)

#define GSetElement(Set, Pos) _Generic(Set, \
    GSet*: _GSetElement, \
    const GSet*: _GSetElement, \
    GSetVecFloat*: _GSetElement, \
    const GSetVecFloat*: _GSetElement, \
    GSetVecShort*: _GSetElement, \
    const GSetVecShort*: _GSetElement, \
    GSetBCurve*: _GSetElement, \
    const GSetBCurve*: _GSetElement, \
    GSetSCurve*: _GSetElement, \
    const GSetSCurve*: _GSetElement, \
    GSetShapoid*: _GSetElement, \
    const GSetShapoid*: _GSetElement, \
    GSetKnapSackPod*: _GSetElement, \
    const GSetKnapSackPod*: _GSetElement, \
    GSetPBPhysParticle*: _GSetElement, \
    const GSetPBPhysParticle*: _GSetElement, \
    GSetGenTree*: _GSetElement, \
    const GSetGenTree*: _GSetElement, \
    GSetStr*: _GSetElement, \
    const GSetStr*: _GSetElement, \
    GSetGenTreeStr*: _GSetElement, \
    const GSetGenTreeStr*: _GSetElement, \
    GSetSquidletInfo*: _GSetElement, \
    const GSetSquidletInfo*: _GSetElement, \
    GSetSquidletTaskRequest*: _GSetElement, \
    const GSetSquidletTaskRequest*: _GSetElement, \

```

```

GSetSquadRunningTask*: _GSetElement, \
const GSetSquadRunningTask*: _GSetElement, \
default: PBErrInvalidPolymorphism)((GSet*)(Set), Pos)

#define GSetElementJump(Set, Pos) _Generic(Set, \
    GSet*: _GSetElementJump, \
    const GSet*: _GSetElementJump, \
    GSetVecFloat*: _GSetElementJump, \
    const GSetVecFloat*: _GSetElementJump, \
    GSetVecShort*: _GSetElementJump, \
    const GSetVecShort*: _GSetElementJump, \
    GSetBCurve*: _GSetElementJump, \
    const GSetBCurve*: _GSetElementJump, \
    GSetSCurve*: _GSetElementJump, \
    const GSetSCurve*: _GSetElementJump, \
    GSetShapoid*: _GSetElementJump, \
    const GSetShapoid*: _GSetElementJump, \
    GSetKnapSackPod*: _GSetElementJump, \
    const GSetKnapSackPod*: _GSetElementJump, \
    GSetPBPhysParticle*: _GSetElementJump, \
    const GSetPBPhysParticle*: _GSetElementJump, \
    GSetGenTree*: _GSetElementJump, \
    const GSetGenTree*: _GSetElementJump, \
    GSetStr*: _GSetElementJump, \
    const GSetStr*: _GSetElementJump, \
    GSetGenTreeStr*: _GSetElementJump, \
    const GSetGenTreeStr*: _GSetElementJump, \
    GSetSquidletInfo*: _GSetElementJump, \
    const GSetSquidletInfo*: _GSetElementJump, \
    GSetSquidletTaskRequest*: _GSetElementJump, \
    const GSetSquidletTaskRequest*: _GSetElementJump, \
    GSetSquadRunningTask*: _GSetElementJump, \
    const GSetSquadRunningTask*: _GSetElementJump, \
    default: PBErrInvalidPolymorphism)((GSet*)(Set), Pos)

#define GSetSort(Set) _Generic(Set, \
    GSet*: _GSetSort, \
    GSetVecFloat*: _GSetSort, \
    GSetVecShort*: _GSetSort, \
    GSetBCurve*: _GSetSort, \
    GSetSCurve*: _GSetSort, \
    GSetShapoid*: _GSetSort, \
    GSetKnapSackPod*: _GSetSort, \
    GSetPBPhysParticle*: _GSetSort, \
    GSetGenTree*: _GSetSort, \
    GSetStr*: _GSetSort, \
    GSetGenTreeStr*: _GSetSort, \
    GSetSquidletInfo*: _GSetSort, \
    GSetSquidletTaskRequest*: _GSetSort, \
    GSetSquadRunningTask*: _GSetSort, \
    default: PBErrInvalidPolymorphism)((GSet*)(Set))

#define GSetMerge(IntoSet, MergedSet) _Generic(IntoSet, \
    GSet*: _Generic(MergedSet, \
        GSet*: _GSetMerge, \
        GSetVecFloat*: _GSetMerge, \
        GSetVecShort*: _GSetMerge, \
        GSetBCurve*: _GSetMerge, \
        GSetSCurve*: _GSetMerge, \
        GSetShapoid*: _GSetMerge, \
        default: PBErrInvalidPolymorphism), \
    GSetVecFloat*: _Generic(MergedSet, \

```

```

    GSetVecFloat*: _GSetMerge, \
    default: PBErrInvalidPolymorphism), \
GSetVecShort*: _Generic(MergedSet, \
    GSetVecFloat*: _GSetMerge, \
    default: PBErrInvalidPolymorphism), \
GSetBCurve*: _Generic(MergedSet, \
    GSetBCurve*: _GSetMerge, \
    default: PBErrInvalidPolymorphism), \
GSetSCurve*: _Generic(MergedSet, \
    GSetSCurve*: _GSetMerge, \
    default: PBErrInvalidPolymorphism), \
GSetShapoid*: _Generic(MergedSet, \
    GSetShapoid*: _GSetMerge, \
    default: PBErrInvalidPolymorphism), \
GSetKnapSackPod*: _Generic(MergedSet, \
    GSetKnapSackPod*: _GSetMerge, \
    default: PBErrInvalidPolymorphism), \
GSetPBPhysParticle*: _Generic(MergedSet, \
    GSetPBPhysParticle*: _GSetMerge, \
    default: PBErrInvalidPolymorphism), \
GSetGenTree*: _Generic(MergedSet, \
    GSetGenTree*: _GSetMerge, \
    default: PBErrInvalidPolymorphism), \
GSetStr*: _Generic(MergedSet, \
    GSetStr*: _GSetMerge, \
    default: PBErrInvalidPolymorphism), \
GSetGenTreeStr*: _Generic(MergedSet, \
    GSetGenTreeStr*: _GSetMerge, \
    default: PBErrInvalidPolymorphism), \
GSetSquidletInfo*: _Generic(MergedSet, \
    GSetSquidletInfo*: _GSetMerge, \
    default: PBErrInvalidPolymorphism), \
GSetSquidletTaskRequest*: _Generic(MergedSet, \
    GSetSquidletTaskRequest*: _GSetMerge, \
    default: PBErrInvalidPolymorphism), \
GSetSquadRunningTask*: _Generic(MergedSet, \
    GSetSquadRunningTask*: _GSetMerge, \
    default: PBErrInvalidPolymorphism), \
default: PBErrInvalidPolymorphism)((GSet*)(IntoSet), \
    (GSet*)(MergedSet))

#define GSetSplit(Set, Elem) _Generic(Set, \
    GSet*: _GSetSplit, \
    GSetVecFloat*: _GSetSplit, \
    GSetVecShort*: _GSetSplit, \
    GSetBCurve*: _GSetSplit, \
    GSetSCurve*: _GSetSplit, \
    GSetShapoid*: _GSetSplit, \
    GSetKnapSackPod*: _GSetSplit, \
    GSetPBPhysParticle*: _GSetSplit, \
    GSetGenTree*: _GSetSplit, \
    GSetStr*: _GSetSplit, \
    GSetGenTreeStr*: _GSetSplit, \
    GSetSquidletInfo*: _GSetSplit, \
    GSetSquidletTaskRequest*: _GSetSplit, \
    GSetSquadRunningTask*: _GSetSplit, \
    default: PBErrInvalidPolymorphism)((GSet*)(Set), Elem)

#define GSetAppendSet(IntoSet, AppendSet) _Generic(IntoSet, \
    GSet*: _Generic(AppendSet, \
        GSet*: _GSetAppendSet, \
        GSetVecFloat*: _GSetAppendSet, \

```

```

GSetVecShort*: _GSetAppendSet, \
GSetBCurve*: _GSetAppendSet, \
GSetSCurve*: _GSetAppendSet, \
GSetShapoid*: _GSetAppendSet, \
default: PBErInvalidPolymorphism), \
GSetVecFloat*: _Generic(AppendSet, \
GSetVecFloat*: _GSetAppendSet, \
default: PBErInvalidPolymorphism), \
GSetVecShort*: _Generic(AppendSet, \
GSetVecShort*: _GSetAppendSet, \
default: PBErInvalidPolymorphism), \
GSetBCurve*: _Generic(AppendSet, \
GSetBCurve*: _GSetAppendSet, \
default: PBErInvalidPolymorphism), \
GSetSCurve*: _Generic(AppendSet, \
GSetSCurve*: _GSetAppendSet, \
default: PBErInvalidPolymorphism), \
GSetShapoid*: _Generic(AppendSet, \
GSetShapoid*: _GSetAppendSet, \
default: PBErInvalidPolymorphism), \
GSetKnapSackPod*: _Generic(AppendSet, \
GSetKnapSackPod*: _GSetAppendSet, \
default: PBErInvalidPolymorphism), \
GSetPBPhysParticle*: _Generic(AppendSet, \
GSetPBPhysParticle*: _GSetAppendSet, \
default: PBErInvalidPolymorphism), \
GSetGenTree*: _Generic(AppendSet, \
GSetGenTree*: _GSetAppendSet, \
default: PBErInvalidPolymorphism), \
GSetStr*: _Generic(AppendSet, \
GSetStr*: _GSetAppendSet, \
default: PBErInvalidPolymorphism), \
GSetGenTreeStr*: _Generic(AppendSet, \
GSetGenTreeStr*: _GSetAppendSet, \
default: PBErInvalidPolymorphism), \
GSetSquidletInfo*: _Generic(AppendSet, \
GSetSquidletInfo*: _GSetAppendSet, \
default: PBErInvalidPolymorphism), \
GSetSquidletTaskRequest*: _Generic(AppendSet, \
GSetSquidletTaskRequest*: _GSetAppendSet, \
default: PBErInvalidPolymorphism), \
GSetSquadRunningTask*: _Generic(AppendSet, \
GSetSquadRunningTask*: _GSetAppendSet, \
default: PBErInvalidPolymorphism), \
default: PBErInvalidPolymorphism)((GSet*)(IntoSet), \
(GSet*)(AppendSet))

#define GSetAppendSortedSet(IntoSet, AppendSet) _Generic(IntoSet, \
GSet*: _Generic(AppendSet, \
GSet*: _GSetAppendSortedSet, \
GSetVecFloat*: _GSetAppendSortedSet, \
GSetVecShort*: _GSetAppendSortedSet, \
GSetBCurve*: _GSetAppendSortedSet, \
GSetSCurve*: _GSetAppendSortedSet, \
GSetShapoid*: _GSetAppendSortedSet, \
default: PBErInvalidPolymorphism), \
GSetVecFloat*: _Generic(AppendSet, \
GSetVecFloat*: _GSetAppendSortedSet, \
default: PBErInvalidPolymorphism), \
GSetVecShort*: _Generic(AppendSet, \
GSetVecShort*: _GSetAppendSortedSet, \
default: PBErInvalidPolymorphism), \

```

```

GSetBCurve*: _Generic(AppendSet, \
    GSetBCurve*: _GSetAppendSortedSet, \
    default: PBErInvalidPolymorphism), \
GSetSCurve*: _Generic(AppendSet, \
    GSetSCurve*: _GSetAppendSortedSet, \
    default: PBErInvalidPolymorphism), \
GSetShapoid*: _Generic(AppendSet, \
    GSetShapoid*: _GSetAppendSortedSet, \
    default: PBErInvalidPolymorphism), \
GSetKnapSackPod*: _Generic(AppendSet, \
    GSetKnapSackPod*: _GSetAppendSortedSet, \
    default: PBErInvalidPolymorphism), \
GSetPBPhysParticle*: _Generic(AppendSet, \
    GSetPBPhysParticle*: _GSetAppendSortedSet, \
    default: PBErInvalidPolymorphism), \
GSetGenTree*: _Generic(AppendSet, \
    GSetGenTree*: _GSetAppendSortedSet, \
    default: PBErInvalidPolymorphism), \
GSetStr*: _Generic(AppendSet, \
    GSetStr*: _GSetAppendSortedSet, \
    default: PBErInvalidPolymorphism), \
GSetGenTreeStr*: _Generic(AppendSet, \
    GSetGenTreeStr*: _GSetAppendSortedSet, \
    default: PBErInvalidPolymorphism), \
GSetSquidletInfo*: _Generic(AppendSet, \
    GSetSquidletInfo*: _GSetAppendSortedSet, \
    default: PBErInvalidPolymorphism), \
GSetSquidletTaskRequest*: _Generic(AppendSet, \
    GSetSquidletTaskRequest*: _GSetAppendSortedSet, \
    default: PBErInvalidPolymorphism), \
GSetSquadRunningTask*: _Generic(AppendSet, \
    GSetSquadRunningTask*: _GSetAppendSortedSet, \
    default: PBErInvalidPolymorphism), \
default: PBErInvalidPolymorphism)((GSet*)(IntoSet), \
    (GSet*)(AppendSet))

#define GSetSwitch(Set, PosA, PosB) _Generic(Set, \
    GSet*: _GSetSwitch, \
    GSetVecFloat*: _GSetSwitch, \
    GSetVecShort*: _GSetSwitch, \
    GSetBCurve*: _GSetSwitch, \
    GSetSCurve*: _GSetSwitch, \
    GSetShapoid*: _GSetSwitch, \
    GSetKnapSackPod*: _GSetSwitch, \
    GSetPBPhysParticle*: _GSetSwitch, \
    GSetGenTree*: _GSetSwitch, \
    GSetStr*: _GSetSwitch, \
    GSetGenTreeStr*: _GSetSwitch, \
    GSetSquidletInfo*: _GSetSwitch, \
    GSetSquidletTaskRequest*: _GSetSwitch, \
    GSetSquadRunningTask*: _GSetSwitch, \
    default: PBErInvalidPolymorphism)((GSet*)(Set), PosA, PosB)

#define GSetMoveElem(Set, From, To) _Generic(Set, \
    GSet*: _GSetMoveElem, \
    GSetVecFloat*: _GSetMoveElem, \
    GSetVecShort*: _GSetMoveElem, \
    GSetBCurve*: _GSetMoveElem, \
    GSetSCurve*: _GSetMoveElem, \
    GSetShapoid*: _GSetMoveElem, \
    GSetKnapSackPod*: _GSetMoveElem, \
    GSetPBPhysParticle*: _GSetMoveElem, \

```



```

GSetGenTree*: _GSetMoveElem, \
GSetStr*: _GSetMoveElem, \
GSetGenTreeStr*: _GSetMoveElem, \
GSetSquidletInfo*: _GSetMoveElem, \
GSetSquidletTaskRequest*: _GSetMoveElem, \
GSetSquadRunningTask*: _GSetMoveElem, \
default: PBErrInvalidPolymorphism)((GSet*)(Set), From, To)

#define GSetCount(Set, Data) _Generic(Set, \
    GSet*: _GSetCount, \
    const GSet*: _GSetCount, \
    GSetVecFloat*: _GSetCount, \
    const GSetVecFloat*: _GSetCount, \
    GSetVecShort*: _GSetCount, \
    const GSetVecShort*: _GSetCount, \
    GSetBCurve*: _GSetCount, \
    const GSetBCurve*: _GSetCount, \
    GSetSCurve*: _GSetCount, \
    const GSetSCurve*: _GSetCount, \
    GSetShapoid*: _GSetCount, \
    const GSetShapoid*: _GSetCount, \
    GSetKnapSackPod*: _GSetCount, \
    const GSetKnapSackPod*: _GSetCount, \
    GSetPBPhysParticle*: _GSetCount, \
    const GSetPBPhysParticle*: _GSetCount, \
    GSetGenTree*: _GSetCount, \
    const GSetGenTree*: _GSetCount, \
    GSetStr*: _GSetCount, \
    const GSetStr*: _GSetCount, \
    GSetGenTreeStr*: _GSetCount, \
    const GSetGenTreeStr*: _GSetCount, \
    GSetSquidletInfo*: _GSetCount, \
    const GSetSquidletInfo*: _GSetCount, \
    GSetSquidletTaskRequest*: _GSetCount, \
    const GSetSquidletTaskRequest*: _GSetCount, \
    GSetSquadRunningTask*: _GSetCount, \
    const GSetSquadRunningTask*: _GSetCount, \
    default: PBErrInvalidPolymorphism)((GSet*)(Set), Data)

#define GSetGetBounds(Set) _Generic(Set, \
    GSetVecFloat*: _GSetVecFloatGetBounds, \
    const GSetVecFloat*: _GSetVecFloatGetBounds, \
    default: PBErrInvalidPolymorphism)(Set)

#define GSetIterForwardCreate(Set) _Generic(Set, \
    GSet*: _GSetIterForwardCreate, \
    const GSet*: _GSetIterForwardCreate, \
    GSetVecFloat*: _GSetIterForwardCreate, \
    const GSetVecFloat*: _GSetIterForwardCreate, \
    GSetVecShort*: _GSetIterForwardCreate, \
    const GSetVecShort*: _GSetIterForwardCreate, \
    GSetBCurve*: _GSetIterForwardCreate, \
    const GSetBCurve*: _GSetIterForwardCreate, \
    GSetSCurve*: _GSetIterForwardCreate, \
    const GSetSCurve*: _GSetIterForwardCreate, \
    GSetShapoid*: _GSetIterForwardCreate, \
    const GSetShapoid*: _GSetIterForwardCreate, \
    GSetKnapSackPod*: _GSetIterForwardCreate, \
    const GSetKnapSackPod*: _GSetIterForwardCreate, \
    GSetPBPhysParticle*: _GSetIterForwardCreate, \
    const GSetPBPhysParticle*: _GSetIterForwardCreate, \
    GSetGenTree*: _GSetIterForwardCreate, \

```

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const GSetGenTree*: _GSetIterForwardCreate, \
GSetStr*: _GSetIterForwardCreate, \
const GSetStr*: _GSetIterForwardCreate, \
GSetGenTreeStr*: _GSetIterForwardCreate, \
const GSetGenTreeStr*: _GSetIterForwardCreate, \
GSetSquidletInfo*: _GSetIterForwardCreate, \
const GSetSquidletInfo*: _GSetIterForwardCreate, \
GSetSquidletTaskRequest*: _GSetIterForwardCreate, \
const GSetSquidletTaskRequest*: _GSetIterForwardCreate, \
GSetSquadRunningTask*: _GSetIterForwardCreate, \
const GSetSquadRunningTask*: _GSetIterForwardCreate, \
default: PBErrInvalidPolymorphism)((GSet*)(Set))

#define GSetIterForwardCreateStatic(Set) _Generic(Set, \
GSet*: _GSetIterForwardCreateStatic, \
const GSet*: _GSetIterForwardCreateStatic, \
GSetVecFloat*: _GSetIterForwardCreateStatic, \
const GSetVecFloat*: _GSetIterForwardCreateStatic, \
GSetVecShort*: _GSetIterForwardCreateStatic, \
const GSetVecShort*: _GSetIterForwardCreateStatic, \
GSetBCurve*: _GSetIterForwardCreateStatic, \
const GSetBCurve*: _GSetIterForwardCreateStatic, \
GSetSCurve*: _GSetIterForwardCreateStatic, \
const GSetSCurve*: _GSetIterForwardCreateStatic, \
GSetShapoid*: _GSetIterForwardCreateStatic, \
const GSetShapoid*: _GSetIterForwardCreateStatic, \
GSetKnapSackPod*: _GSetIterForwardCreateStatic, \
const GSetKnapSackPod*: _GSetIterForwardCreateStatic, \
GSetPBPhysParticle*: _GSetIterForwardCreateStatic, \
const GSetPBPhysParticle*: _GSetIterForwardCreateStatic, \
GSetGenTree*: _GSetIterForwardCreateStatic, \
const GSetGenTree*: _GSetIterForwardCreateStatic, \
GSetStr*: _GSetIterForwardCreateStatic, \
const GSetStr*: _GSetIterForwardCreateStatic, \
GSetGenTreeStr*: _GSetIterForwardCreateStatic, \
const GSetGenTreeStr*: _GSetIterForwardCreateStatic, \
GSetSquidletInfo*: _GSetIterForwardCreateStatic, \
const GSetSquidletInfo*: _GSetIterForwardCreateStatic, \
GSetSquidletTaskRequest*: _GSetIterForwardCreateStatic, \
const GSetSquidletTaskRequest*: _GSetIterForwardCreateStatic, \
GSetSquadRunningTask*: _GSetIterForwardCreateStatic, \
const GSetSquadRunningTask*: _GSetIterForwardCreateStatic, \
default: PBErrInvalidPolymorphism)((GSet*)(Set))

#define GSetIterBackwardCreate(Set) _Generic(Set, \
GSet*: _GSetIterBackwardCreate, \
const GSet*: _GSetIterBackwardCreate, \
GSetVecFloat*: _GSetIterBackwardCreate, \
const GSetVecFloat*: _GSetIterBackwardCreate, \
GSetVecShort*: _GSetIterBackwardCreate, \
const GSetVecShort*: _GSetIterBackwardCreate, \
GSetBCurve*: _GSetIterBackwardCreate, \
const GSetBCurve*: _GSetIterBackwardCreate, \
GSetSCurve*: _GSetIterBackwardCreate, \
const GSetSCurve*: _GSetIterBackwardCreate, \
GSetShapoid*: _GSetIterBackwardCreate, \
const GSetShapoid*: _GSetIterBackwardCreate, \
GSetKnapSackPod*: _GSetIterBackwardCreate, \
const GSetKnapSackPod*: _GSetIterBackwardCreate, \
GSetPBPhysParticle*: _GSetIterBackwardCreate, \
const GSetPBPhysParticle*: _GSetIterBackwardCreate, \
GSetGenTree*: _GSetIterBackwardCreate, \

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const GSetGenTree*: _GSetIterBackwardCreate, \
GSetGenTreeStr*: _GSetIterBackwardCreate, \
const GSetGenTreeStr*: _GSetIterBackwardCreate, \
GSetSquidletInfo*: _GSetIterBackwardCreate, \
const GSetSquidletInfo*: _GSetIterBackwardCreate, \
GSetSquidletTaskRequest*: _GSetIterBackwardCreate, \
const GSetSquidletTaskRequest*: _GSetIterBackwardCreate, \
GSetSquadRunningTask*: _GSetIterBackwardCreate, \
const GSetSquadRunningTask*: _GSetIterBackwardCreate, \
default: PBErrInvalidPolymorphism)((GSet*)(Set))

#define GSetIterBackwardCreateStatic(Set) _Generic(Set, \
GSet*: _GSetIterBackwardCreateStatic, \
const GSet*: _GSetIterBackwardCreateStatic, \
GSetVecFloat*: _GSetIterBackwardCreateStatic, \
const GSetVecFloat*: _GSetIterBackwardCreateStatic, \
GSetVecShort*: _GSetIterBackwardCreateStatic, \
const GSetVecShort*: _GSetIterBackwardCreateStatic, \
GSetBCurve*: _GSetIterBackwardCreateStatic, \
const GSetBCurve*: _GSetIterBackwardCreateStatic, \
GSetSCurve*: _GSetIterBackwardCreateStatic, \
const GSetSCurve*: _GSetIterBackwardCreateStatic, \
GSetShapoid*: _GSetIterBackwardCreateStatic, \
const GSetShapoid*: _GSetIterBackwardCreateStatic, \
GSetKnapSackPod*: _GSetIterBackwardCreateStatic, \
const GSetKnapSackPod*: _GSetIterBackwardCreateStatic, \
GSetPBPhysParticle*: _GSetIterBackwardCreateStatic, \
const GSetPBPhysParticle*: _GSetIterBackwardCreateStatic, \
GSetGenTree*: _GSetIterBackwardCreateStatic, \
const GSetGenTree*: _GSetIterBackwardCreateStatic, \
GSetStr*: _GSetIterBackwardCreateStatic, \
const GSetStr*: _GSetIterBackwardCreateStatic, \
GSetGenTreeStr*: _GSetIterBackwardCreateStatic, \
const GSetGenTreeStr*: _GSetIterBackwardCreateStatic, \
GSetSquidletInfo*: _GSetIterBackwardCreateStatic, \
const GSetSquidletInfo*: _GSetIterBackwardCreateStatic, \
GSetSquidletTaskRequest*: _GSetIterBackwardCreateStatic, \
const GSetSquidletTaskRequest*: _GSetIterBackwardCreateStatic, \
GSetSquadRunningTask*: _GSetIterBackwardCreateStatic, \
const GSetSquadRunningTask*: _GSetIterBackwardCreateStatic, \
default: PBErrInvalidPolymorphism)((GSet*)(Set))

#define GSetIterSetGSet(Iter, Set) _Generic(Iter, \
GSetIterForward*: _Generic(Set, \
GSet*: GSetIterForwardSetGSet, \
const GSet*: GSetIterForwardSetGSet, \
GSetVecFloat*: GSetIterForwardSetGSet, \
const GSetVecFloat*: GSetIterForwardSetGSet, \
GSetVecShort*: GSetIterForwardSetGSet, \
const GSetVecShort*: GSetIterForwardSetGSet, \
GSetBCurve*: GSetIterForwardSetGSet, \
const GSetBCurve*: GSetIterForwardSetGSet, \
GSetSCurve*: GSetIterForwardSetGSet, \
const GSetSCurve*: GSetIterForwardSetGSet, \
GSetShapoid*: GSetIterForwardSetGSet, \
const GSetShapoid*: GSetIterForwardSetGSet, \
GSetKnapSackPod*: GSetIterForwardSetGSet, \
const GSetKnapSackPod*: GSetIterForwardSetGSet, \
GSetPBPhysParticle*: GSetIterForwardSetGSet, \
const GSetPBPhysParticle*: GSetIterForwardSetGSet, \
GSetGenTree*: GSetIterForwardSetGSet, \
const GSetGenTree*: GSetIterForwardSetGSet, \

```

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GSetStr*: GSetIterForwardSetGSet, \
const GSetStr*: GSetIterForwardSetGSet, \
GSetGenTreeStr*: GSetIterForwardSetGSet, \
const GSetGenTreeStr*: GSetIterForwardSetGSet, \
GSetSquidletInfo*: GSetIterForwardSetGSet, \
const GSetSquidletInfo*: GSetIterForwardSetGSet, \
GSetSquidletTaskRequest*: GSetIterForwardSetGSet, \
const GSetSquidletTaskRequest*: GSetIterForwardSetGSet, \
GSetSquadRunningTask*: GSetIterForwardSetGSet, \
const GSetSquadRunningTask*: GSetIterForwardSetGSet, \
default: PBErrInvalidPolymorphism), \
GSetIterBackward*: _Generic(Set, \
GSet*: GSetIterBackwardSetGSet, \
const GSet*: GSetIterBackwardSetGSet, \
GSetVecFloat*: GSetIterBackwardSetGSet, \
const GSetVecFloat*: GSetIterBackwardSetGSet, \
GSetVecShort*: GSetIterBackwardSetGSet, \
const GSetVecShort*: GSetIterBackwardSetGSet, \
GSetBCurve*: GSetIterBackwardSetGSet, \
const GSetBCurve*: GSetIterBackwardSetGSet, \
GSetSCurve*: GSetIterBackwardSetGSet, \
const GSetSCurve*: GSetIterBackwardSetGSet, \
GSetShapoid*: GSetIterBackwardSetGSet, \
const GSetShapoid*: GSetIterBackwardSetGSet, \
GSetKnapSackPod*: GSetIterBackwardSetGSet, \
const GSetKnapSackPod*: GSetIterBackwardSetGSet, \
GSetPBPhysParticle*: GSetIterBackwardSetGSet, \
const GSetPBPhysParticle*: GSetIterBackwardSetGSet, \
GSetGenTree*: GSetIterBackwardSetGSet, \
const GSetGenTree*: GSetIterBackwardSetGSet, \
GSetStr*: GSetIterBackwardSetGSet, \
const GSetStr*: GSetIterBackwardSetGSet, \
GSetGenTreeStr*: GSetIterBackwardSetGSet, \
const GSetGenTreeStr*: GSetIterBackwardSetGSet, \
GSetSquidletInfo*: GSetIterBackwardSetGSet, \
const GSetSquidletInfo*: GSetIterBackwardSetGSet, \
GSetSquidletTaskRequest*: GSetIterBackwardSetGSet, \
const GSetSquidletTaskRequest*: GSetIterBackwardSetGSet, \
GSetSquadRunningTask*: GSetIterBackwardSetGSet, \
const GSetSquadRunningTask*: GSetIterBackwardSetGSet, \
default: PBErrInvalidPolymorphism), \
default: PBErrInvalidPolymorphism)(Iter, (GSet*)(Set))

#define GSetIterFree(IterRef) _Generic(IterRef, \
GSetIterForward*: GSetIterForwardFree, \
GSetIterBackward*: GSetIterBackwardFree, \
default: PBErrInvalidPolymorphism)(IterRef)

#define GSetIterClone(Iter) _Generic(Iter, \
GSetIterForward*: GSetIterForwardClone, \
GSetIterBackward*: GSetIterBackwardClone, \
default: PBErrInvalidPolymorphism)(Iter)

#define GSetIterReset(Iter) _Generic(Iter, \
GSetIterForward*: GSetIterForwardReset, \
GSetIterBackward*: GSetIterBackwardReset, \
default: PBErrInvalidPolymorphism)(Iter)

#define GSetIterStep(Iter) _Generic(Iter, \
GSetIterForward*: GSetIterForwardStep, \
GSetIterBackward*: GSetIterBackwardStep, \
default: PBErrInvalidPolymorphism)(Iter)

```

```

#define GSetIterStepBack(Iter) _Generic(Iter, \
    GSetIterForward*: GSetIterForwardStepBack, \
    GSetIterBackward*: GSetIterBackwardStepBack, \
    default: PBErrInvalidPolymorphism)(Iter)

#define GSetIterApply(Iter, Fun, Param) _Generic(Iter, \
    GSetIterForward*: GSetIterForwardApply, \
    GSetIterBackward*: GSetIterBackwardApply, \
    default: PBErrInvalidPolymorphism)(Iter, Fun, Param)

#define GSetIterIsFirst(Iter) _Generic(Iter, \
    GSetIterForward*: GSetIterForwardIsFirst, \
    const GSetIterForward*: GSetIterForwardIsFirst, \
    GSetIterBackward*: GSetIterBackwardIsFirst, \
    const GSetIterBackward*: GSetIterBackwardIsFirst, \
    default: PBErrInvalidPolymorphism)(Iter)

#define GSetIterIsLast(Iter) _Generic(Iter, \
    GSetIterForward*: GSetIterForwardIsLast, \
    const GSetIterForward*: GSetIterForwardIsLast, \
    GSetIterBackward*: GSetIterBackwardIsLast, \
    const GSetIterBackward*: GSetIterBackwardIsLast, \
    default: PBErrInvalidPolymorphism)(Iter)

#define GSetIterGet(Iter) _Generic(Iter, \
    GSetIterForward*: GSetIterForwardGet, \
    const GSetIterForward*: GSetIterForwardGet, \
    GSetIterBackward*: GSetIterBackwardGet, \
    const GSetIterBackward*: GSetIterBackwardGet, \
    default: PBErrInvalidPolymorphism)(Iter)

#define GSetIterSetData(Iter, Data) _Generic(Iter, \
    GSetIterForward*: GSetIterForwardSetData, \
    const GSetIterForward*: GSetIterForwardSetData, \
    GSetIterBackward*: GSetIterBackwardSetData, \
    const GSetIterBackward*: GSetIterBackwardSetData, \
    default: PBErrInvalidPolymorphism)(Iter, Data)

#define GSetIterGetElem(Iter) _Generic(Iter, \
    GSetIterForward*: GSetIterForwardGetElem, \
    const GSetIterForward*: GSetIterForwardGetElem, \
    GSetIterBackward*: GSetIterBackwardGetElem, \
    const GSetIterBackward*: GSetIterBackwardGetElem, \
    default: PBErrInvalidPolymorphism)(Iter)

#define GSetIterGetSortVal(Iter) _Generic(Iter, \
    GSetIterForward*: GSetIterForwardGetSortVal, \
    const GSetIterForward*: GSetIterForwardGetSortVal, \
    GSetIterBackward*: GSetIterBackwardGetSortVal, \
    const GSetIterBackward*: GSetIterBackwardGetSortVal, \
    default: PBErrInvalidPolymorphism)(Iter)

#define GSetIterRemoveElem(Iter) _Generic(Iter, \
    GSetIterForward*: GSetIterForwardRemoveElem, \
    GSetIterBackward*: GSetIterBackwardRemoveElem, \
    default: PBErrInvalidPolymorphism)(Iter)

// ===== static inliner =====

#if BUILDMODE != 0
#include "gset-inline.c"

```

```
#endif
```

```
#endif
```

## 2 Code

### 2.1 gset.c

```
// ***** GSET.C *****

// ===== Include =====
#include "gset.h"
#if BUILDMODE == 0
#include "gset-inline.c"
#endif

#define rnd() (float)(rand()/(float)(RAND_MAX))

// ===== Functions implementation =====

// Function to create a new GSet,
// Return a pointer toward the new GSet
GSet* GSetCreate(void) {
    // Allocate memory for the GSet
    GSet* s = PBErrMalloc(GSetErr, sizeof(GSet));
    // Set the pointer to head and tail, and the number of element
    s->_head = NULL;
    s->_tail = NULL;
    s->_nbElem = 0;
    s->_indexLastGot = 0;
    s->_lastGot = NULL;
    // Return the new GSet
    return s;
}

// Function to clone a GSet,
// Return a pointer toward the new GSet
GSet* GSetClone(const GSet* const that) {
    #if BUILDMODE == 0
        if (that == NULL) {
            GSetErr->_type = PBErrTypeNullPointer;
            sprintf(GSetErr->_msg, "'that' is null");
            PBErrCatch(GSetErr);
        }
    #endif
    // Create the clone
    GSet* c = GSetCreate();
    // Set a pointer to the head of the set
    GSetElem* ptr = (GSetElem*)GSetHeadElem(that);
    // While the pointer is not at the end of the set
    while (ptr != NULL) {
        // Append the data of the current pointer to the clone
        GSetAppend(c, GSetElemData(ptr));
        // Copy the sort value
        GSetElemSetSortVal((GSetElem*)GSetTailElem(c),
            GSetElemGetSortVal(ptr));
        // Move the pointer to the next element
        ptr = (GSetElem*)GSetElemNext(ptr);
    }
}
```

```

    }
    // Return the clone
    return c;
}

// Function to free the memory used by the GSet
void _GSetFree(GSet** that) {
    if (that == NULL || *that == NULL) return;
    // Empty the GSet
    GSetFlush(*that);
    // Free the memory
    free(*that);
    // Set the pointer to null
    *that = NULL;
}

// Function to print a GSet
// Use the function 'printData' to print the data pointed to by
// the elements, and print 'sep' between each element
// If printData is null, print the pointer value instead
// Do nothing if arguments are invalid
void _GSetPrint(GSet* const that, FILE* const stream,
    void(*printData)(const void* const data, FILE* const stream),
    const char* const sep) {
#ifdef BUILDMODE == 0
    if (that == NULL) {
        GSetErr->_type = PBErrTypeNullPointer;
        sprintf(GSetErr->_msg, "'that' is null");
        PBErrCatch(GSetErr);
    }
    if (stream == NULL) {
        GSetErr->_type = PBErrTypeNullPointer;
        sprintf(GSetErr->_msg, "'stream' is null");
        PBErrCatch(GSetErr);
    }
    if (sep == NULL) {
        GSetErr->_type = PBErrTypeNullPointer;
        sprintf(GSetErr->_msg, "'sep' is null");
        PBErrCatch(GSetErr);
    }
#endif
    // Set a pointer to the head element
    GSetElem* p = (GSetElem*)GSetHeadElem(that);
    // While the pointer hasn't reach the end
    while (p != NULL) {
        // If there is a print function for the data
        if (printData != NULL) {
            // Use the argument function to print the data of the
            // current element
            (*printData)(GSetElemData(p), stream);
        }
        // Else, there is no print function for the data
    } else {
        // Print the pointer value instead
        fprintf(stream, "%p", GSetElemData(p));
    }
    // Move to the next element
    p = (GSetElem*)GSetElemNext(p);
    // If there is a next element
    if (p != NULL)
        // Print the separator
        fprintf(stream, "%s", sep);
}

```

```

    // Flush the stream
    fflush(stream);
}

// Function to insert an element pointing toward 'data' at the
// position defined by 'v' sorting the set in increasing order
void _GSetAddSort(GSet* const that, void* const data,
    const double v) {
    #if BUILDMODE == 0
        if (that == NULL) {
            GSetErr->_type = PErrTypeNullPointer;
            sprintf(GSetErr->_msg, "'that' is null");
            PErrCatch(GSetErr);
        }
    #endif
    // Allocate memory for the new element
    GSetElem* e = PErrMalloc(GSetErr, sizeof(GSetElem));
    // Memorize the pointer toward data
    GSetElemSetData(e, data);
    // Memorize the sorting value
    GSetElemSetSortVal(e, v);
    // If the GSet is empty
    if (that->_nbElem == 0) {
        // Add the element at the head of the GSet
        that->_head = e;
        that->_tail = e;
        GSetElemSetNext(e, NULL);
        GSetElemSetPrev(e, NULL);
    } else {
        // Set a pointer to the head of the GSet
        GSetElem* p = (GSetElem*)GSetHeadElem(that);
        // While the pointed element has a lower value than the
        // new element, move the pointer to the next element
        while (p != NULL && GSetElemGetSortVal(p) <= v)
            p = (GSetElem*)GSetElemNext(p);
        // Set the next element of the new element to the current element
        GSetElemSetNext(e, p);
        // If the current element is not null
        if (p != NULL) {
            // Insert the new element inside the list of elements before p
            GSetElemSetPrev(e, (GSetElem*)GSetElemPrev(p));
            if (GSetElemPrev(p) != NULL)
                GSetElemSetNext((GSetElem*)GSetElemPrev(p), e);
            else
                that->_head = e;
            GSetElemSetPrev(p, e);
        }
        // Else, if the current element is null
    } else {
        // Insert the new element at the tail of the GSet
        GSetElemSetPrev(e, (GSetElem*)GSetTailElem(that));
        if (GSetTailElem(that) != NULL)
            GSetElemSetNext((GSetElem*)GSetTailElem(that), e);
        that->_tail = e;
        if (GSetHeadElem(that) == NULL)
            that->_head = e;
    }
}

// Increment the number of elements
++(that->_nbElem);
}

// Function to insert an element pointing toward 'data' at the

```



```

// 'iElem'-th position
// If 'iElem' is greater than or equal to the number of element
// in the GSet, elements pointing toward null data are added
// If the data is inserted inside the set, the current elements from
// the iElem-th elem are pushed
void _GSetInsert(GSet* const that, void* const data,
    const long iElem) {
    #if BUILDMODE == 0
        if (that == NULL) {
            GSetErr->_type = PErrTypeNullPointer;
            sprintf(GSetErr->_msg, "'that' is null");
            PErrCatch(GSetErr);
        }
        if (iElem < 0) {
            GSetErr->_type = PErrTypeInvalidArg;
            sprintf(GSetErr->_msg, "'iElem' is invalid (%ld>=0)", iElem);
            PErrCatch(GSetErr);
        }
    #endif
    // If iElem is greater than the number of elements, append
    // elements pointing toward null data to fill in the gap
    while (iElem > that->_nbElem)
        GSetAppend(that, NULL);
    // If iElem is in the list of element or at the tail
    if (iElem <= that->_nbElem + 1) {
        // If the insert position is the head
        if (iElem == 0) {
            // Push the data
            GSetPush(that, data);
        }
        // Else, if the insert position is the tail
    } else if (iElem == that->_nbElem) {
        // Append data
        GSetAppend(that, data);
    }
    // Else, the insert position is inside the list
    } else {
        // Allocate memory for the new element
        GSetElem* e = PErrMalloc(GSetErr, sizeof(GSetElem));
        // Memorize the pointer toward data
        GSetElemSetData(e, data);
        // By default set the sorting value to 0.0
        GSetElemSetSortVal(e, 0.0);
        // Set a pointer toward the head of the GSet
        GSetElem* p = (GSetElem*)GSetHeadElem(that);
        // Move the pointer to the iElem-th element
        for (long i = iElem; i > 0 && p != NULL;
            --i, p = (GSetElem*)GSetElemNext(p));
        // Insert the element before the pointer
        GSetElemSetNext(e, p);
        GSetElemSetPrev(e, (GSetElem*)GSetElemPrev(p));
        GSetElemSetPrev(p, e);
        GSetElemSetNext((GSetElem*)GSetElemPrev(e), e);
        // Increment the number of elements
        ++(that->_nbElem);
    }
}

// Function to sort the element of the gset in increasing order of
// _sortVal
// Do nothing if arguments are invalid or the sort failed
static GSet* GSetSortRec(GSet** s);
void _GSetSort(GSet* const that) {

```

```

#if BUILDMODE == 0
    if (that == NULL) {
        GSetErr->_type = PBErrTypeNullPointer;
        sprintf(GSetErr->_msg, "'that' is null");
        PBErrCatch(GSetErr);
    }
#endif
    // Create a clone of the original set
    GSet* clone = GSetClone(that);
    // Create recursively the sorted set
    GSet* res = GSetSortRec(&clone);
    // If we could sort the set
    if (res != NULL) {
        // Update the original set with the result one
        GSetFlush(that);
        memcpy(that, res, sizeof(GSet));
        // Free the memory used by the result set
        free(res);
        res = NULL;
    }
}
}

GSet* GSetSortRec(GSet** s) {
    // Declare a variable for the result
    GSet* res = NULL;
    // If the set contains no element or one element
    if ((*s)->_nbElem == 0 || (*s)->_nbElem == 1) {
        // Return the set
        res = *s;
    } else {
        // Else, the set contains several elements
        // Create two sets, one for elements lower than the pivot
        // one for elements greater or equal than the pivot
        GSet* lower = GSetCreate();
        GSet* greater = GSetCreate();
        res = GSetCreate();

        // -----
        // Selecting the pivot as the middle element seemed to me better
        // but test with UnitTestGSetSortBig proved me wrong: 1492/2060/2554
        // -----

        // Declare a variable to memorize the pivot, which is equal
        // to the sort value of the first element of the set
        float pivot = GSetElemGetSortVal(GSetHeadElem(*s));
        // Pop the pivot and put it in the result
        void* data = GSetPop(*s);
        GSetAppend(res, data);
        GSetElemSetSortVal((GSetElem*)GSetHeadElem(res), pivot);
        // Pop all the elements one by one from the set
        while ((*s)->_nbElem != 0) {
            // Declare a variable to memorize the sort value of the head
            // element
            float val = GSetElemGetSortVal((GSetElem*)GSetHeadElem(*s));
            // Pop the head element
            data = GSetPop(*s);
            // If the popped element has a sort value equal to the pivot
            if (fabs(val - pivot) < GSET_EPSILON) {
                // Insert it in the result set
                GSetAppend(res, data);
                // Copy the sort value
                GSetElemSetSortVal((GSetElem*)GSetTailElem(res), val);
            }
            // If the popped element has a sort value lower than the pivot

```

```

    } else if (val < pivot) {

        // -----
        // The following seemed to me a good idea but test with
        // UnitTestGSetSortBig proved me wrong: 1496/2054/2626
        // Insert at the beginning if the sort value is lower or equal
        // than the sort value of the head of the lower set, or if it's
        // empty
        // Else, insert at the end of the lower set
        // -----

        // Insert it in the lower set
        GSetAppend(lower, data);
        // Copy the sort value
        GSetElemSetSortVal((GSetElem*)GSetTailElem(lower), val);
        // Else, the popped element has a sort value greater than
        // the pivot
    } else {

        // -----
        // The following seemed to me a good idea but test with
        // UnitTestGSetSortBig proved me wrong: 1496/2054/2626
        // Insert at the beginning if the sort value is lower or equal
        // than the sort value of the head of the greater set, or if it's
        // empty
        // Else, insert at the end of the greater set
        // -----

        // Insert it in the greater set
        GSetAppend(greater, data);
        // Copy the sort value
        GSetElemSetSortVal((GSetElem*)GSetTailElem(greater), val);
    }
}

// At the end of the loop the original set is empty and we
// don't need it anymore
GSetFree(s);
// Sort the two half
GSet* sortedLower = GSetSortRec(&lower);
GSet* sortedGreater = GSetSortRec(&greater);
// Merge back the sorted two halves and the pivot
GSetMerge(sortedLower, res);
GSetMerge(sortedLower, sortedGreater);
GSetFree(&res);
res = sortedLower;
GSetFree(&sortedGreater);
}
// Return the result
return res;
}

// Move the 'iElem'-th element to the 'pos' index in the GSet
void _GSetMoveElem(GSet* const that, const long iElem, const long pos) {
#ifdef BUILDMODE == 0
    if (that == NULL) {
        GenBrushErr->_type = PBErrTypeNullPointer;
        sprintf(GenBrushErr->_msg, "'that' is null");
        PBErrCatch(GenBrushErr);
    }
    if (iElem < 0 || iElem >= GSetNbElem(that)) {
        GenBrushErr->_type = PBErrTypeInvalidArg;
        sprintf(GenBrushErr->_msg, "'iElem' is invalid (0<=%ld<%ld)",

```

```

        iElem, GSetNbElem(that));
    PBErrCatch(GenBrushErr);
}
if (pos < 0 || pos >= GSetNbElem(that)) {
    GenBrushErr->_type = PBErrTypeInvalidArg;
    sprintf(GenBrushErr->_msg, "'pos' is invalid (0<=%ld<=%ld)",
        pos, GSetNbElem(that));
    PBErrCatch(GenBrushErr);
}
#endif
// If the origin and destination position are the same
// there is nothing to do
if (iElem == pos)
    return;
// Get a pointer to the moved element
GSetElem* elem = (GSetElem*)GSetElement(that, iElem);
//Declare two variables to memorize the sort value and data
// of the moved element
float sortVal = GSetElemGetSortVal(elem);
void* data = GSetElemData(elem);
// Remove the moved element
GSetRemove(that, iElem);
// Insert new element
GSetInsert(that, data, pos);
// Get a pointer to the newly inserted element
elem = (GSetElem*)GSetElement(that, pos);
// Correct the sorted value with the original value
GSetElemSetSortVal(elem, sortVal);
}

// Return the number of (GSetElem._data=='data') in the GSet 'that'
long _GSetCount(const GSet* const that, const void* const data) {
#if BUILDMODE == 0
    if (that == NULL) {
        GSetErr->_type = PBErrTypeNullPointer;
        sprintf(GSetErr->_msg, "'that' is null");
        PBErrCatch(GSetErr);
    }
#endif
    // Declare a variable to memorize the result
    long nb = 0;
    // If the set is not empty
    if (GSetNbElem(that) > 0) {
        // Loop on the set's elements
        GSetIterForward iter = GSetIterForwardCreateStatic(that);
        do {
            // If the current element's data is the searched data
            if (GSetIterGet(&iter) == data)
                // Increment the result
                ++nb;
        } while (GSetIterStep(&iter));
    }
    // return the result
    return nb;
}

// Create a new GSetIterForward for the GSet 'set'
// The iterator is reset upon creation
GSetIterForward* _GSetIterForwardCreate(GSet* const set) {
#if BUILDMODE == 0
    if (set == NULL) {
        GSetErr->_type = PBErrTypeNullPointer;

```

```

        sprintf(GSetErr->_msg, "'set' is null");
        PBErrCatch(GSetErr);
    }
#endif
    // Allocate memory
    GSetIterForward* ret =
        PBErrMalloc(GSetErr, sizeof(GSetIterForward));
    // Set properties
    ret->_set = set;
    ret->_curElem = (GSetElem*)GSetHeadElem(set);
    // Return the new iterator
    return ret;
}

// Create a new GSetIterBackward for the GSet 'set'
// The iterator is reset upon creation
GSetIterBackward* _GSetIterBackwardCreate(GSet* const set) {
    #if BUILDMODE == 0
        if (set == NULL) {
            GSetErr->_type = PBErrTypeNullPointer;
            sprintf(GSetErr->_msg, "'set' is null");
            PBErrCatch(GSetErr);
        }
    #endif
    // Allocate memory
    GSetIterBackward* ret =
        PBErrMalloc(GSetErr, sizeof(GSetIterBackward));
    // Set properties
    ret->_set = set;
    ret->_curElem = set->_tail;
    // Return the new iterator
    return ret;
}

// Free the memory used by a GSetIterForward (not by its attached GSet)
// Do nothing if arguments are invalid
void GSetIterForwardFree(GSetIterForward** that) {
    // Check arguments
    if (that == NULL || *that == NULL)
        return;
    (*that)->_set = NULL;
    (*that)->_curElem = NULL;
    free(*that);
    *that = NULL;
}

// Free the memory used by a GSetIterBackward (not by its attached GSet)
// Do nothing if arguments are invalid
void GSetIterBackwardFree(GSetIterBackward** that) {
    // Check arguments
    if (that == NULL || *that == NULL)
        return;
    (*that)->_set = NULL;
    (*that)->_curElem = NULL;
    free(*that);
    *that = NULL;
}

// Clone a GSetIterForward
GSetIterForward* GSetIterForwardClone(
    const GSetIterForward* const that) {
    #if BUILDMODE == 0

```

```

    if (that == NULL) {
        GSetErr->_type = PBErrTypeNullPointer;
        sprintf(GSetErr->_msg, "'that' is null");
        PBErrCatch(GSetErr);
    }
#endif
    // Create the clone
    GSetIterForward* ret = GSetIterForwardCreate(that->_set);
    ret->_curElem = that->_curElem;
    // return the clone
    return ret;
}

// Clone a GSetIterBackward
GSetIterBackward* GSetIterBackwardClone(
    const GSetIterBackward* const that) {
    #if BUILDMODE == 0
        if (that == NULL) {
            GSetErr->_type = PBErrTypeNullPointer;
            sprintf(GSetErr->_msg, "'that' is null");
            PBErrCatch(GSetErr);
        }
    #endif
    // Create the clone
    GSetIterBackward* ret = GSetIterBackwardCreate(that->_set);
    ret->_curElem = that->_curElem;
    // return the clone
    return ret;
}

// Shuffle the GSet 'that'
// The random generator must have been initialized before calling
// this function
// This function modifies the _sortVal of each elements in 'that'
void GSetShuffle(GSet* const that) {
    #if BUILDMODE == 0
        if (that == NULL) {
            GSetErr->_type = PBErrTypeNullPointer;
            sprintf(GSetErr->_msg, "'that' is null");
            PBErrCatch(GSetErr);
        }
    #endif
    // If the set is empty there is nothing to do
    #if BUILDMODE == 0
        if (GSetNbElem(that) <= 800)
    #else
        if (GSetNbElem(that) <= 650)
    #endif
        GSetShuffleB(that);
    else
        GSetShuffleA(that);
}

void GSetShuffleA(GSet* const that) {
    #if BUILDMODE == 0
        if (that == NULL) {
            GSetErr->_type = PBErrTypeNullPointer;
            sprintf(GSetErr->_msg, "'that' is null");
            PBErrCatch(GSetErr);
        }
    #endif
    // Set the sort value randomly then sort the GSet

```

```

// If the set is empty there is nothing to do
if (GSetNbElem(that) == 0)
    return;
// Create an iterator on the set
GSetIterForward iter = GSetIterForwardCreateStatic(that);
// Loop on the set
do {
    // Set a random value to the element
    GSetElemSetSortVal((GSetElem*)GSetIterGetElem(&iter), rnd());
} while (GSetIterStep(&iter));
// Sort the set
GSetSort(that);
}

void GSetShuffleB(GSet* const that) {
#if BUILDMODE == 0
    if (that == NULL) {
        GSetErr->_type = PErrTypeNullPointer;
        sprintf(GSetErr->_msg, "'that' is null");
        PErrCatch(GSetErr);
    }
#endif
    // AddSort each element with a random value in a new GSet
    // Create a temporary set
    GSet shuffled = GSetCreateStatic();
    // Append all the elements of the initial set, sorted with a random
    // value
    while (GSetNbElem(that) > 0) {
        void* data = GSetPop(that);
        GSetAddSort(&shuffled, data, rnd());
    }
    // put back the shuffled set into the original set
    GSetMerge(that, &shuffled);
}

void GSetShuffleC(GSet* const that) {
#if BUILDMODE == 0
    if (that == NULL) {
        GSetErr->_type = PErrTypeNullPointer;
        sprintf(GSetErr->_msg, "'that' is null");
        PErrCatch(GSetErr);
    }
#endif
    // Fischer-Yates algorithm
    for (long i = GSetNbElem(that); i--;) {
        long j = (long)round(rnd() * (float)i);
        GSetSwitch(that, i, j);
    }
}

```

## 2.2 gset-inline.c

```

// ***** GSET-static inline.C *****

// ===== Functions implementation =====

// Static constructors for GSet
#if BUILDMODE != 0
static inline

```

```

#endif
GSet GSetCreateStatic(void) {
    // Declare a GSet and set the properties
    GSet s = {._head = NULL, ._tail = NULL, ._nbElem = 0,
        ._indexLastGot = 0, ._lastGot = NULL};
    // Return the GSet
    return s;
}

// Function to empty the GSet
#if BUILDMODE != 0
static inline
#endif
void _GSetFlush(GSet* const that) {
#if BUILDMODE == 0
    if (that == NULL) {
        GSetErr->_type = PBErrTypeNullPointer;
        sprintf(GSetErr->_msg, "'that' is null");
        PBErrCatch(GSetErr);
    }
#endif
    // Pop element until the GSet is null
    while (GSetPop(that) || that->_nbElem > 0);
}

// Function to insert an element pointing toward 'data' at the
// head of the GSet
// Do nothing if arguments are invalid
#if BUILDMODE != 0
static inline
#endif
void _GSetPush(GSet* const that, void* const data) {
#if BUILDMODE == 0
    if (that == NULL) {
        GSetErr->_type = PBErrTypeNullPointer;
        sprintf(GSetErr->_msg, "'that' is null");
        PBErrCatch(GSetErr);
    }
#endif
    // Allocate memory for the new element
    GSetElem* e = PBErrMalloc(GSetErr, sizeof(GSetElem));
    // Memorize the pointer toward data
    GSetElemSetData(e, data);
    // By default set the sorting value to 0.0
    GSetElemSetSortVal(e, 0.0);
    // Add the element at the head of the GSet
    GSetElemSetPrev(e, NULL);
    if (GSetHeadElem(that) != NULL)
        GSetElemSetPrev((GSetElem*)GSetHeadElem(that), e);
    GSetElemSetNext(e, (GSetElem*)GSetHeadElem(that));
    that->_head = e;
    if (GSetTailElem(that) == NULL)
        that->_tail = e;
    // Increment the number of elements in the GSet
    ++(that->_nbElem);
}

// Function to insert an element pointing toward 'data' at the
// tail of the GSet
#if BUILDMODE != 0
static inline
#endif

```



```

void _GSetAppend(GSet* const that, void* const data) {
#if BUILDMODE == 0
    if (that == NULL) {
        GSetErr->_type = PErrTypeNullPointer;
        sprintf(GSetErr->_msg, "'that' is null");
        PErrCatch(GSetErr);
    }
#endif
    GSetElem* e = PErrMalloc(GSetErr, sizeof(GSetElem));
    if (e != NULL) {
        GSetElemSetData(e, data);
        GSetElemSetSortVal(e, 0.0);
        GSetElemSetPrev(e, (GSetElem*)GSetTailElem(that));
        GSetElemSetNext(e, NULL);
        if (GSetTailElem(that) != NULL)
            GSetElemSetNext((GSetElem*)GSetTailElem(that), e);
        that->_tail = e;
        if (GSetHeadElem(that) == NULL)
            that->_head = e;
        ++(that->_nbElem);
    }
}

// Function to remove the element at the head of the GSet
// Return the data pointed to by the removed element, or null if the
// GSet is empty
#if BUILDMODE != 0
static inline
#endif
void* _GSetPop(GSet* const that) {
#if BUILDMODE == 0
    if (that == NULL) {
        GSetErr->_type = PErrTypeNullPointer;
        sprintf(GSetErr->_msg, "'that' is null");
        PErrCatch(GSetErr);
    }
#endif
    void* ret = NULL;
    GSetElem* p = (GSetElem*)GSetHeadElem(that);
    if (p != NULL) {
        ret = GSetElemData(p);
        that->_head = (GSetElem*)GSetElemNext(p);
        if (GSetElemNext(p) != NULL)
            GSetElemSetPrev((GSetElem*)GSetElemNext(p), NULL);
        GSetElemSetNext(p, NULL);
        GSetElemSetData(p, NULL);
        if (GSetTailElem(that) == p)
            that->_tail = NULL;
        free(p);
        --(that->_nbElem);
    }
    return ret;
}

// Function to remove the element at the tail of the GSet
// Return the data pointed to by the removed element, or null if the
// GSet is empty
#if BUILDMODE != 0
static inline
#endif
void* _GSetDrop(GSet* const that) {
#if BUILDMODE == 0

```

```

    if (that == NULL) {
        GSetErr->_type = PBErrTypeNullPointer;
        sprintf(GSetErr->_msg, "'that' is null");
        PBErrCatch(GSetErr);
    }
#endif
    void* ret = NULL;
    GSetElem* p = (GSetElem*)GSetTailElem(that);
    if (p != NULL) {
        ret = GSetElemData(p);
        that->_tail = (GSetElem*)GSetElemPrev(p);
        if (GSetElemPrev(p) != NULL)
            GSetElemSetNext((GSetElem*)GSetElemPrev(p), NULL);
        GSetElemSetPrev(p, NULL);
        GSetElemSetData(p, NULL);
        if (GSetHeadElem(that) == p)
            that->_head = NULL;
        free(p);
        --(that->_nbElem);
    }
    return ret;
}

// Function to remove the element 'elem' of the GSet
// Return the data pointed to by the removed element
// The GSetElem is freed and *elem == NULL after calling this function
#if BUILDMODE != 0
static inline
#endif
void* _GSetRemoveElem(GSet* const that, GSetElem** elem) {
#if BUILDMODE == 0
    if (that == NULL) {
        GSetErr->_type = PBErrTypeNullPointer;
        sprintf(GSetErr->_msg, "'that' is null");
        PBErrCatch(GSetErr);
    }
    if (elem == NULL) {
        GSetErr->_type = PBErrTypeNullPointer;
        sprintf(GSetErr->_msg, "'elem' is null");
        PBErrCatch(GSetErr);
    }
    if (*elem == NULL) {
        GSetErr->_type = PBErrTypeNullPointer;
        sprintf(GSetErr->_msg, "'*elem' is null");
        PBErrCatch(GSetErr);
    }
#endif
    // Variable to memorize the return value
    void* ret = NULL;
    // Memorize the data at iElem-th position
    ret = GSetElemData(*elem);
    // Remove the element
    if (GSetElemNext(*elem) != NULL)
        GSetElemSetPrev((GSetElem*)GSetElemNext(*elem),
            (GSetElem*)GSetElemPrev(*elem));
    if (GSetElemPrev(*elem) != NULL)
        GSetElemSetNext((GSetElem*)GSetElemPrev(*elem),
            (GSetElem*)GSetElemNext(*elem));
    if (GSetHeadElem(that) == *elem)
        that->_head = (GSetElem*)GSetElemNext(*elem);
    if (that->_tail == (*elem))
        that->_tail = (GSetElem*)GSetElemPrev(*elem);
}

```

```

    GSetElemSetNext(*elem, NULL);
    GSetElemSetPrev(*elem, NULL);
    GSetElemSetData(*elem, NULL);
    free(*elem);
    *elem = NULL;
    // Decrement the number of elements
    --(that->_nbElem);
    // Return the data
    return ret;
}

// Function to remove the first element of the GSet pointing to 'data'
// If there is no element pointing to 'data' do nothing
#if BUILDMODE != 0
static inline
#endif
void _GSetRemoveFirst(GSet* const that, const void* const data) {
    #if BUILDMODE == 0
        if (that == NULL) {
            GSetErr->_type = PBErrTypeNullPointer;
            sprintf(GSetErr->_msg, "'that' is null");
            PBErrCatch(GSetErr);
        }
    #endif
    // Get the first element pointing to 'data'
    GSetElem* elem = (GSetElem*)GSetFirstElem(that, data);
    // If we could find an element
    if (elem != NULL)
        // Remove this element
        GSetRemoveElem(that, &elem);
}

// Function to remove the last element of the GSet pointing to 'data'
// If there is no element pointing to 'data' do nothing
#if BUILDMODE != 0
static inline
#endif
void _GSetRemoveLast(GSet* const that, const void* const data) {
    #if BUILDMODE == 0
        if (that == NULL) {
            GSetErr->_type = PBErrTypeNullPointer;
            sprintf(GSetErr->_msg, "'that' is null");
            PBErrCatch(GSetErr);
        }
    #endif
    // Get the last element pointing to 'data'
    GSetElem* elem = (GSetElem*)GSetLastElem(that, data);
    // If we could find an element
    if (elem != NULL)
        // Remove this element
        GSetRemoveElem(that, &elem);
}

// Function to remove the element at the 'iElem'-th position of the GSet
// Return the data pointed to by the removed element
#if BUILDMODE != 0
static inline
#endif
void* _GSetRemove(GSet* const that, const long iElem) {
    #if BUILDMODE == 0
        if (that == NULL) {
            GSetErr->_type = PBErrTypeNullPointer;

```

```

        sprintf(GSetErr->_msg, "'that' is null");
        PBErrCatch(GSetErr);
    }
    if (iElem < 0 || iElem >= that->_nbElem) {
        GSetErr->_type = PBErrTypeNullPointer;
        sprintf(GSetErr->_msg, "'iElem' is invalid (0<=%ld<%ld)",
            iElem, that->_nbElem);
        PBErrCatch(GSetErr);
    }
#endif
    // Variable to memorize the return value
    void* ret = NULL;
    // Set a pointer to the head of the Gset
    GSetElem* p = (GSetElem*)GSetHeadElem(that);
    // Move the pointer to the iElem-th element
    for (long i = iElem; i > 0 && p != NULL;
        --i, p = (GSetElem*)GSetElemNext(p));
    // Memorize the data at iElem-th position
    ret = GSetElemData(p);
    // Remove the element
    if (GSetElemNext(p) != NULL)
        GSetElemSetPrev((GSetElem*)GSetElemNext(p),
            (GSetElem*)GSetElemPrev(p));
    if (GSetElemPrev(p) != NULL)
        GSetElemSetNext((GSetElem*)GSetElemPrev(p),
            (GSetElem*)GSetElemNext(p));
    if (GSetHeadElem(that) == p)
        that->_head = (GSetElem*)GSetElemNext(p);
    if (that->_tail == p)
        that->_tail = (GSetElem*)GSetElemPrev(p);
    GSetElemSetNext(p, NULL);
    GSetElemSetPrev(p, NULL);
    GSetElemSetData(p, NULL);
    free(p);
    // Decrement the number of elements
    --(that->_nbElem);
    // Return the data
    return ret;
}

// Function to remove all the element of the GSet pointing to 'data'
// Do nothing if arguments are invalid
#if BUILDMODE != 0
static inline
#endif
void _GSetRemoveAll(GSet* const that, const void* const data) {
#if BUILDMODE == 0
    if (that == NULL) {
        GSetErr->_type = PBErrTypeNullPointer;
        sprintf(GSetErr->_msg, "'that' is null");
        PBErrCatch(GSetErr);
    }
#endif
    // Set a pointer toward the tail of the GSet
    GSetElem* p = (GSetElem*)GSetTailElem(that);
    // Loop on elements until we reached the head of the list
    while (p != NULL) {
        // If the element points toward data
        if (GSetElemData(p) == data) {
            // Memorize the previous element before deleting
            GSetElem* prev = (GSetElem*)GSetElemPrev(p);
            // Remove the element

```

```

        GSetRemoveElem(that, &p);
        // Continue with previous element
        p = prev;
        // Else, the element doesn't point toward data
    } else {
        // Continue with previous element
        p = (GSetElem*)GSetElemPrev(p);
    }
}
}

// Function to get the data at the GSetElem
#if BUILDMODE != 0
static inline
#endif
void* GSetElemData(const GSetElem* const that) {
    #if BUILDMODE == 0
        if (that == NULL) {
            GSetErr->_type = PBErrTypeNullPointer;
            sprintf(GSetErr->_msg, "'that' is null");
            PBErrCatch(GSetErr);
        }
    #endif
    // Return the data
    return that->_data;
}

// Function to get the data at the 'iElem'-th position of the GSet
// without removing it
#if BUILDMODE != 0
static inline
#endif
void* _GSetGet(const GSet* const that, const long iElem) {
    #if BUILDMODE == 0
        if (that == NULL) {
            GSetErr->_type = PBErrTypeNullPointer;
            sprintf(GSetErr->_msg, "'that' is null");
            PBErrCatch(GSetErr);
        }
        if (iElem < 0 || iElem >= that->_nbElem) {
            GSetErr->_type = PBErrTypeNullPointer;
            sprintf(GSetErr->_msg, "'iElem' is invalid (0<=%ld<%ld)",
                iElem, that->_nbElem);
            PBErrCatch(GSetErr);
        }
    #endif
    // Return the data of the iElem-th element
    return GSetElemData(GSetElement(that, iElem));
}

// Function to get the data at the 'iElem'-th position of the GSet
// without removing it
// Fast version, move in the set from the last got element. The set must
// not have been modified since we've last got an element.
#if BUILDMODE != 0
static inline
#endif
void* _GSetGetJump(const GSet* const that, const long iElem) {
    #if BUILDMODE == 0
        if (that == NULL) {
            GSetErr->_type = PBErrTypeNullPointer;
            sprintf(GSetErr->_msg, "'that' is null");
        }
    #endif
}

```

```

        PBErCatch(GSetErr);
    }
    if (iElem < 0 || iElem >= that->_nbElem) {
        GSetErr->_type = PBErTypeNullPointer;
        sprintf(GSetErr->_msg, "'iElem' is invalid (0<=%ld<%ld)",
            iElem, that->_nbElem);
        PBErCatch(GSetErr);
    }
#endif
    // Return the data of the iElem-th element
    return GSetElemData(GSetElementJump(that, iElem));
}

// Function to get the data at first position of the GSet
// without removing it
#if BUILDMODE != 0
static inline
#endif
void* _GSetHead(const GSet* const that) {
#if BUILDMODE == 0
    if (that == NULL) {
        GSetErr->_type = PBErTypeNullPointer;
        sprintf(GSetErr->_msg, "'that' is null");
        PBErCatch(GSetErr);
    }
#endif
    // Return the data of the first element if there is one, or NULL
    if (GSetHeadElem(that) != NULL)
        return GSetElemData(GSetHeadElem(that));
    else
        return NULL;
}

// Function to get the data at last position of the GSet
// without removing it
#if BUILDMODE != 0
static inline
#endif
void* _GSetTail(const GSet* const that) {
#if BUILDMODE == 0
    if (that == NULL) {
        GSetErr->_type = PBErTypeNullPointer;
        sprintf(GSetErr->_msg, "'that' is null");
        PBErCatch(GSetErr);
    }
#endif
    // Return the data of the last element if there is one, or NULL
    if (GSetTailElem(that) != NULL)
        return GSetElemData(GSetTailElem(that));
    else
        return NULL;
}

// Function to get the GSetElem at first position of the GSet
// without removing it
#if BUILDMODE != 0
static inline
#endif
const GSetElem* _GSetHeadElem(const GSet* const that) {
#if BUILDMODE == 0
    if (that == NULL) {
        GSetErr->_type = PBErTypeNullPointer;

```

```

        sprintf(GSetErr->_msg, "'that' is null");
        PBErCatch(GSetErr);
    }
#endif
    // Return the first element
    return that->_head;
}

// Function to get the GSetElem at last position of the GSet
// without removing it
#if BUILDMODE != 0
static inline
#endif
const GSetElem* _GSetTailElem(const GSet* const that) {
#if BUILDMODE == 0
    if (that == NULL) {
        GSetErr->_type = PBErTypeNullPointer;
        sprintf(GSetErr->_msg, "'that' is null");
        PBErCatch(GSetErr);
    }
#endif
    // Return the last element
    return that->_tail;
}

// Function to get the element at the 'iElem'-th position of the GSet
// without removing it
#if BUILDMODE != 0
static inline
#endif
const GSetElem* _GSetElement(const GSet* const that, const long iElem) {
#if BUILDMODE == 0
    if (that == NULL) {
        GSetErr->_type = PBErTypeNullPointer;
        sprintf(GSetErr->_msg, "'that' is null");
        PBErCatch(GSetErr);
    }
    if (iElem < 0 || iElem >= that->_nbElem) {
        GSetErr->_type = PBErTypeInvalidArg;
        sprintf(GSetErr->_msg, "'iElem' is invalid (0<=%ld<%ld)",
            iElem, that->_nbElem);
        PBErCatch(GSetErr);
    }
#endif
    // Set a pointer for the return value
    GSetElem* ret = NULL;
    // Set the pointer to the head of the GSet
    ret = (GSetElem*)GSetHeadElem(that);
    // Move to the next element iElem times
    for (long i = iElem; i > 0 && ret != NULL;
        --i, ret = (GSetElem*)GSetElemNext(ret));
    // Memorize the last got element
    ((GSet*)that)->_indexLastGot = iElem;
    ((GSet*)that)->_lastGot = ret;
    // Return the element
    return ret;
}

// Function to get the element at the 'iElem'-th position of the GSet
// without removing it
// Fast version, move in the set from the last got element. The set must
// not have been modified since we've last got an element.

```

```

#if BUILDMODE != 0
static inline
#endif
const GSetElem* _GSetElementJump(const GSet* const that,
    const long iElem) {
#if BUILDMODE == 0
    if (that == NULL) {
        GSetErr->_type = PBErrTypeNullPointer;
        sprintf(GSetErr->_msg, "'that' is null");
        PBErrCatch(GSetErr);
    }
    if (iElem < 0 || iElem >= that->_nbElem) {
        GSetErr->_type = PBErrTypeInvalidArg;
        sprintf(GSetErr->_msg, "'iElem' is invalid (0<=%ld<%ld)",
            iElem, that->_nbElem);
        PBErrCatch(GSetErr);
    }
#endif
    // If there is no last got element
    if (that->_lastGot == NULL) {
        // Use the normal version
        return _GSetElement(that, iElem);
    } else {
        // Set a pointer for the return value
        GSetElem* ret = that->_lastGot;
        // Move to the requested index
        for (; that->_indexLastGot > iElem;
            ((GSet*)that)->_indexLastGot--,
            ret = (GSetElem*)GSetElemPrev(ret));
        for (; that->_indexLastGot < iElem;
            ((GSet*)that)->_indexLastGot++,
            ret = (GSetElem*)GSetElemNext(ret));
        // Memorize the last got element
        ((GSet*)that)->_lastGot = ret;
        // Return the element
        return ret;
    }
}

// Function to get the index of the first element of the GSet
// which point to 'data'
// Return -1 if 'data' is not in the set
#if BUILDMODE != 0
static inline
#endif
long _GSetGetIndexFirst(const GSet* const that, const void* const data) {
#if BUILDMODE == 0
    if (that == NULL) {
        GSetErr->_type = PBErrTypeNullPointer;
        sprintf(GSetErr->_msg, "'that' is null");
        PBErrCatch(GSetErr);
    }
#endif
    // Set a pointer toward the head of the GSet
    GSetElem* p = (GSetElem*)GSetHeadElem(that);
    // Set a variable to memorize index
    long index = 0;
    // Loop on elements until we have found the
    // requested data or reached the end of the list
    while (p != NULL && GSetElemData(p) != data) {
        ++index;
        p = (GSetElem*)GSetElemNext(p);
    }
}

```



```

    }
    // If the pointer is null it means the data wasn't in the GSet
    if (p == NULL)
        index = -1;
    // Return the index
    return index;
}

// Function to get the index of the last element of the GSet
// which point to 'data'
// Return -1 if 'data' is not in the set
#if BUILDMODE != 0
static inline
#endif
long _GSetGetIndexLast(const GSet* const that, const void* const data) {
    #if BUILDMODE == 0
        if (that == NULL) {
            GSetErr->_type = PErrTypeNullPointer;
            sprintf(GSetErr->_msg, "'that' is null");
            PErrCatch(GSetErr);
        }
    #endif
    // Set a pointer toward the tail of the GSet
    GSetElem* p = (GSetElem*)GSetTailElem(that);
    // Set a variable to memorize index
    long index = that->_nbElem - 1;
    // Loop on elements until we have found the
    // requested data or reached the head of the list
    while (p != NULL && GSetElemData(p) != data) {
        --index;
        p = (GSetElem*)GSetElemPrev(p);
    }
    // Return the index
    return index;
}

// Function to get the first element of the GSet
// which point to 'data'
// Return NULL if 'data' is not in the set
#if BUILDMODE != 0
static inline
#endif
const GSetElem* _GSetFirstElem(const GSet* const that,
    const void* const data) {
    #if BUILDMODE == 0
        if (that == NULL) {
            GSetErr->_type = PErrTypeNullPointer;
            sprintf(GSetErr->_msg, "'that' is null");
            PErrCatch(GSetErr);
        }
    #endif
    // Set a pointer toward the head of the GSet
    GSetElem* p = (GSetElem*)GSetHeadElem(that);
    // Loop on elements until we have found the
    // requested data or reached the end of the list
    while (p != NULL && GSetElemData(p) != data)
        p = (GSetElem*)GSetElemNext(p);
    // Return the pointer
    return p;
}

// Function to get the last element of the GSet

```

```

// which point to 'data'
// Return NULL if 'data' is not in the set
#if BUILDMODE != 0
static inline
#endif
const GSetElem* _GSetLastElem(const GSet* const that,
    const void* const data) {
#if BUILDMODE == 0
    if (that == NULL) {
        GSetErr->_type = PErrTypeNullPointer;
        sprintf(GSetErr->_msg, "'that' is null");
        PErrCatch(GSetErr);
    }
#endif
    // Set a pointer toward the head of the GSet
    GSetElem* p = (GSetElem*)GSetTailElem(that);
    // Loop on elements until we have found the
    // requested data or reached the end of the list
    while (p != NULL && GSetElemData(p) != data)
        p = (GSetElem*)GSetElemPrev(p);
    // Return the pointer
    return p;
}

// Merge the GSet 'set' at the end of the GSet 'that'
// 'that' and 'set' can be empty
// After calling this function 'set' is empty
#if BUILDMODE != 0
static inline
#endif
void _GSetMerge(GSet* const that, GSet* const set) {
#if BUILDMODE == 0
    if (that == NULL) {
        GSetErr->_type = PErrTypeNullPointer;
        sprintf(GSetErr->_msg, "'that' is null");
        PErrCatch(GSetErr);
    }
    if (set == NULL) {
        GSetErr->_type = PErrTypeNullPointer;
        sprintf(GSetErr->_msg, "'set' is null");
        PErrCatch(GSetErr);
    }
#endif
    // If 'set' is not empty
    if (set->_nbElem != 0) {
        // If 'that' is empty
        if (that->_nbElem == 0) {
            // Copy 'set' into 'that'
            memcpy(that, set, sizeof(GSet));
        }
        // Else, if 'that' is not empty
        else {
            // Add 'set' to the tail of 'that'
            GSetElemSetNext((GSetElem*)GSetTailElem(that),
                (GSetElem*)GSetHeadElem(set));
            // Add 'that' to the head of 'set'
            GSetElemSetPrev((GSetElem*)GSetHeadElem(set),
                (GSetElem*)GSetTailElem(that));
            // Update the tail of 'that'
            that->_tail = (GSetElem*)GSetTailElem(set);
            // Update the number of element of 'that'
            that->_nbElem += set->_nbElem;
        }
    }
}

```

```

    // Empty 'set'
    set->_head = NULL;
    set->_tail = NULL;
    set->_nbElem = 0;
}
}

// Split the GSet at the GSetElem 'e'
// 'e' must be an element of the set
// the set new end is the element before 'e', the set becomes empty if
// 'e' was the first element
// Return a new GSet starting with 'e', or NULL if 'e' is not
// an element of the set
#if BUILDMODE != 0
static inline
#endif
GSet* _GSetSplit(GSet* const that, GSetElem* const e) {
    if BUILDMODE == 0
    if (that == NULL) {
        GSetErr->_type = PErrTypeNullPointer;
        sprintf(GSetErr->_msg, "'that' is null");
        PErrCatch(GSetErr);
    }
    if (e == NULL) {
        GSetErr->_type = PErrTypeNullPointer;
        sprintf(GSetErr->_msg, "'e' is null");
        PErrCatch(GSetErr);
    }
}
#endif
// Check that e is an element of that
// Declare a variable to count element before e in that
long nb = 0;
// If e is not the head of that
if (GSetHeadElem(that) != e) {
    GSetElem* ptr = e;
    // While there is an element before e
    do {
        // Increment the number of element
        ++nb;
        // Move to the previous element
        ptr = (GSetElem*)GSetElemPrev(ptr);
    } while (ptr != NULL && ptr != GSetHeadElem(that));
    // If we have reached an element without previous element, this
    // element is not the head of that, meaning e is not in the set
    if (ptr == NULL)
        // Stop here
        return NULL;
}
// Allocate memory for the result
GSet* res = GSetCreate();
// Set the head of res
res->_head = e;
// Set the tail of res
res->_tail = (GSetElem*)GSetTailElem(that);
// Set the number of element of res
res->_nbElem = that->_nbElem - nb;
// Set the tail of s
that->_tail = (GSetElem*)GSetElemPrev(e);
// Set the number of element of that
that->_nbElem = nb;
// If that is empty
if (nb == 0)

```

```

        // Update head
        that->_head = NULL;
    // Else, that is not empty
    else
        // Disconnect the tail of that
        GSetElemSetNext((GSetElem*)GSetTailElem(that), NULL);
    // Disconnect the head of res
    GSetElemSetPrev((GSetElem*)GSetHeadElem(res), NULL);
    // Return the result
    return res;
}

// Switch the 'iElem'-th and 'jElem'-th element of the set
#if BUILDMODE != 0
static inline
#endif
void _GSetSwitch(GSet* const that, const long iElem, const long jElem) {
    #if BUILDMODE == 0
        if (that == NULL) {
            GSetErr->_type = PBErrTypeNullPointer;
            sprintf(GSetErr->_msg, "'that' is null");
            PBErrCatch(GSetErr);
        }
        if (iElem < 0 || iElem >= that->_nbElem) {
            GSetErr->_type = PBErrTypeNullPointer;
            sprintf(GSetErr->_msg, "'iElem' is invalid (0<=%ld<%ld)",
                    iElem, that->_nbElem);
            PBErrCatch(GSetErr);
        }
        if (jElem < 0 || jElem >= that->_nbElem) {
            GSetErr->_type = PBErrTypeNullPointer;
            sprintf(GSetErr->_msg, "'jElem' is invalid (0<=%ld<%ld)",
                    jElem, that->_nbElem);
            PBErrCatch(GSetErr);
        }
    #endif
    // Get the two elements
    GSetElem* iPtr = (GSetElem*)GSetElement(that, iElem);
    GSetElem* jPtr = (GSetElem*)GSetElement(that, jElem);
    // Switch the elements
    swap(iPtr->_sortVal, jPtr->_sortVal);
    swap(iPtr->_data, jPtr->_data);
}

// Set the sort value of the GSetElem 'that' to 'v'
#if BUILDMODE != 0
static inline
#endif
void GSetElemSetSortVal(GSetElem* const that, const float v) {
    #if BUILDMODE == 0
        if (that == NULL) {
            GSetErr->_type = PBErrTypeNullPointer;
            sprintf(GSetErr->_msg, "'that' is null");
            PBErrCatch(GSetErr);
        }
    #endif
    that->_sortVal = v;
}

// Set the data of the GSetElem 'that' to 'd'
#if BUILDMODE != 0
static inline

```

```

#endif
void GSetElemSetData(GSetElem* const that, void* const d) {
#if BUILDMODE == 0
    if (that == NULL) {
        GSetErr->_type = PBErrTypeNullPointer;
        sprintf(GSetErr->_msg, "'that' is null");
        PBErrCatch(GSetErr);
    }
#endif
    that->_data = d;
}

// Set the previous element of the GSetElem 'that' to 'e'
// Do not set the link back in 'e'
#if BUILDMODE != 0
static inline
#endif
void GSetElemSetPrev(GSetElem* const that, GSetElem* const e) {
#if BUILDMODE == 0
    if (that == NULL) {
        GSetErr->_type = PBErrTypeNullPointer;
        sprintf(GSetErr->_msg, "'that' is null");
        PBErrCatch(GSetErr);
    }
#endif
    that->_prev = e;
}

// Set the next element of the GSetElem 'that' to 'e'
// Do not set the link back in 'e'
#if BUILDMODE != 0
static inline
#endif
void GSetElemSetNext(GSetElem* const that, GSetElem* const e) {
#if BUILDMODE == 0
    if (that == NULL) {
        GSetErr->_type = PBErrTypeNullPointer;
        sprintf(GSetErr->_msg, "'that' is null");
        PBErrCatch(GSetErr);
    }
#endif
    that->_next = e;
}

// Create a new GSetIterForward for the GSet 'set'
// The iterator is reset upon creation
#if BUILDMODE != 0
static inline
#endif
GSetIterForward _GSetIterForwardCreateStatic(GSet* const set) {
#if BUILDMODE == 0
    if (set == NULL) {
        GSetErr->_type = PBErrTypeNullPointer;
        sprintf(GSetErr->_msg, "'set' is null");
        PBErrCatch(GSetErr);
    }
#endif
    // Create the iterator
    GSetIterForward ret = {._set = set, ._curElem = set->_head};
    // Return the new iterator
    return ret;
}

```

```

// Create a new GSetIterBackward for the GSet 'set'
// The iterator is reset upon creation
#if BUILDMODE != 0
static inline
#endif
GSetIterBackward _GSetIterBackwardCreateStatic(GSet* const set) {
#if BUILDMODE == 0
    if (set == NULL) {
        GSetErr->_type = PBErrTypeNullPointer;
        sprintf(GSetErr->_msg, "'set' is null");
        PBErrCatch(GSetErr);
    }
#endif
    // Create the iterator
    GSetIterBackward ret = {._set = set, ._curElem = set->_tail};
    // Return the new iterator
    return ret;
}

// Reset the GSetIterForward to its starting position
// Do nothing if arguments are invalid
#if BUILDMODE != 0
static inline
#endif
void GSetIterForwardReset(GSetIterForward* const that) {
#if BUILDMODE == 0
    if (that == NULL) {
        GSetErr->_type = PBErrTypeNullPointer;
        sprintf(GSetErr->_msg, "'that' is null");
        PBErrCatch(GSetErr);
    }
#endif
    // Reset
    that->_curElem = (GSetElem*)GSetHeadElem(that->_set);
}

// Reset the GSetIterBackward to its starting position
// Do nothing if arguments are invalid
#if BUILDMODE != 0
static inline
#endif
void GSetIterBackwardReset(GSetIterBackward* const that) {
#if BUILDMODE == 0
    if (that == NULL) {
        GSetErr->_type = PBErrTypeNullPointer;
        sprintf(GSetErr->_msg, "'that' is null");
        PBErrCatch(GSetErr);
    }
#endif
    // Reset
    that->_curElem = (GSetElem*)GSetTailElem(that->_set);
}

// Step the GSetIterForward
// Return false if arguments are invalid or we couldn't step
// Return true else
#if BUILDMODE != 0
static inline
#endif
bool GSetIterForwardStep(GSetIterForward* const that) {
#if BUILDMODE == 0

```

```

    if (that == NULL) {
        GSetErr->_type = PBErrTypeNullPointer;
        sprintf(GSetErr->_msg, "'that' is null");
        PBErrCatch(GSetErr);
    }
#endif
    // Step
    if (that->_curElem != NULL && GSetElemNext(that->_curElem) != NULL)
        that->_curElem = (GSetElem*)GSetElemNext(that->_curElem);
    else
        return false;
    return true;
}

// Step the GSetIterBackward
// Return false if arguments are invalid or we couldn't step
// Return true else
#if BUILDMODE != 0
static inline
#endif
bool GSetIterBackwardStep(GSetIterBackward* const that) {
    if BUILDMODE == 0
        if (that == NULL) {
            GSetErr->_type = PBErrTypeNullPointer;
            sprintf(GSetErr->_msg, "'that' is null");
            PBErrCatch(GSetErr);
        }
    #endif
    // Step
    if (that->_curElem != NULL && GSetElemPrev(that->_curElem) != NULL)
        that->_curElem = (GSetElem*)GSetElemPrev(that->_curElem);
    else
        return false;
    return true;
}

// Step the GSetIterForward
// Return false if arguments are invalid or we couldn't step
// Return true else
#if BUILDMODE != 0
static inline
#endif
bool GSetIterForwardStepBack(GSetIterForward* const that) {
    if BUILDMODE == 0
        if (that == NULL) {
            GSetErr->_type = PBErrTypeNullPointer;
            sprintf(GSetErr->_msg, "'that' is null");
            PBErrCatch(GSetErr);
        }
    #endif
    // Step back
    if (that->_curElem != NULL && GSetElemPrev(that->_curElem) != NULL)
        that->_curElem = (GSetElem*)GSetElemPrev(that->_curElem);
    else
        return false;
    return true;
}

// Step the GSetIterBackward
// Return false if arguments are invalid or we couldn't step
// Return true else
#if BUILDMODE != 0

```

```

static inline
#endif
bool GSetIterBackwardStepBack(GSetIterBackward* const that) {
#if BUILDMODE == 0
    if (that == NULL) {
        GSetErr->_type = PErrTypeNullPointer;
        sprintf(GSetErr->_msg, "'that' is null");
        PErrCatch(GSetErr);
    }
#endif
    // Step back
    if (that->_curElem != NULL && GSetElemNext(that->_curElem) != NULL)
        that->_curElem = (GSetElem*)GSetElemNext(that->_curElem);
    else
        return false;
    return true;
}

// Apply a function to all elements of the GSet of the GSetIterForward
// The iterator is first reset, then the function is apply sequentially
// using the Step function of the iterator
// The applied function takes to void* arguments: 'data' is the _data
// property of the nodes, 'param' is a hook to allow the user to pass
// parameters to the function through a user-defined structure
#if BUILDMODE != 0
static inline
#endif
void GSetIterForwardApply(GSetIterForward* const that,
    void(*fun)(void* data, void* param), void* param) {
#if BUILDMODE == 0
    if (that == NULL) {
        GSetErr->_type = PErrTypeNullPointer;
        sprintf(GSetErr->_msg, "'that' is null");
        PErrCatch(GSetErr);
    }
    if (fun == NULL) {
        GSetErr->_type = PErrTypeNullPointer;
        sprintf(GSetErr->_msg, "'fun' is null");
        PErrCatch(GSetErr);
    }
#endif
    // Reset the iterator
    GSetIterReset(that);
    // If the set is not empty
    if (that->_curElem != NULL)
        // Loop on element
        do {
            // Apply the user function
            fun(GSetElemData(that->_curElem), param);
        } while (GSetIterStep(that));
}

// Apply a function to all elements of the GSet of the GSetIterBackward
// The iterator is first reset, then the function is apply sequentially
// using the Step function of the iterator
// The applied function takes to void* arguments: 'data' is the _data
// property of the nodes, 'param' is a hook to allow the user to pass
// parameters to the function through a user-defined structure
#if BUILDMODE != 0
static inline
#endif
void GSetIterBackwardApply(GSetIterBackward* const that,

```



```

    void(*fun)(void* data, void* param), void* param) {
#ifdef BUILDMODE == 0
    if (that == NULL) {
        GSetErr->_type = PErrTypeNullPointer;
        sprintf(GSetErr->_msg, "'that' is null");
        PErrCatch(GSetErr);
    }
    if (fun == NULL) {
        GSetErr->_type = PErrTypeNullPointer;
        sprintf(GSetErr->_msg, "'fun' is null");
        PErrCatch(GSetErr);
    }
#endif
    // Reset the iterator
    GSetIterReset(that);
    // If the set is not empty
    if (that->_curElem != NULL)
        // Loop on element
        do {
            // Apply the user function
            fun(GSetElemData(that->_curElem), param);
        } while (GSetIterStep(that) == true);
}

// Return true if the iterator is at the start of the elements (from
// its point of view, not the order in the GSet)
// Return false else
#ifdef BUILDMODE != 0
static inline
#endif
bool GSetIterForwardIsFirst(const GSetIterForward* const that) {
#ifdef BUILDMODE == 0
    if (that == NULL) {
        GSetErr->_type = PErrTypeNullPointer;
        sprintf(GSetErr->_msg, "'that' is null");
        PErrCatch(GSetErr);
    }
#endif
    return (that->_curElem == GSetHeadElem(that->_set));
}

// Return true if the iterator is at the start of the elements (from
// its point of view, not the order in the GSet)
// Return false else
#ifdef BUILDMODE != 0
static inline
#endif
bool GSetIterBackwardIsFirst(const GSetIterBackward* const that) {
#ifdef BUILDMODE == 0
    if (that == NULL) {
        GSetErr->_type = PErrTypeNullPointer;
        sprintf(GSetErr->_msg, "'that' is null");
        PErrCatch(GSetErr);
    }
#endif
    return (that->_curElem == GSetTailElem(that->_set));
}

// Return true if the iterator is at the end of the elements (from
// its point of view, not the order in the GSet)
// Return false else
#ifdef BUILDMODE != 0

```

```

static inline
#endif
bool GSetIterForwardIsLast(const GSetIterForward* const that) {
#if BUILDMODE == 0
    if (that == NULL) {
        GSetErr->_type = PErrTypeNullPointer;
        sprintf(GSetErr->_msg, "'that' is null");
        PErrCatch(GSetErr);
    }
#endif
    return (that->_curElem == GSetTailElem(that->_set));
}

// Return true if the iterator is at the end of the elements (from
// its point of view, not the order in the GSet)
// Return false else
#if BUILDMODE != 0
static inline
#endif
bool GSetIterBackwardIsLast(const GSetIterBackward* const that) {
#if BUILDMODE == 0
    if (that == NULL) {
        GSetErr->_type = PErrTypeNullPointer;
        sprintf(GSetErr->_msg, "'that' is null");
        PErrCatch(GSetErr);
    }
#endif
    return (that->_curElem == GSetHeadElem(that->_set));
}

// Change the attached set of the iterator, and reset it
#if BUILDMODE != 0
static inline
#endif
void GSetIterForwardSetGSet(GSetIterForward* const that,
    GSet* const set) {
#if BUILDMODE == 0
    if (that == NULL) {
        GSetErr->_type = PErrTypeNullPointer;
        sprintf(GSetErr->_msg, "'that' is null");
        PErrCatch(GSetErr);
    }
    if (set == NULL) {
        GSetErr->_type = PErrTypeNullPointer;
        sprintf(GSetErr->_msg, "'set' is null");
        PErrCatch(GSetErr);
    }
#endif
    // Set the GSet
    that->_set = set;
    // Reset the iterator
    GSetIterReset(that);
}

// Change the attached set of the iterator, and reset it
#if BUILDMODE != 0
static inline
#endif
void GSetIterBackwardSetGSet(GSetIterBackward* const that,
    GSet* const set) {
#if BUILDMODE == 0
    if (that == NULL) {

```

```

        GSetErr->_type = PBErrTypeNullPointer;
        sprintf(GSetErr->_msg, "'that' is null");
        PBErrCatch(GSetErr);
    }
    if (set == NULL) {
        GSetErr->_type = PBErrTypeNullPointer;
        sprintf(GSetErr->_msg, "'set' is null");
        PBErrCatch(GSetErr);
    }
#endif
    // Set the GSet
    that->_set = set;
    // Reset the iterator
    GSetIterReset(that);
}

// Return the data currently pointed to by the iterator
#if BUILDMODE != 0
static inline
#endif
void* GSetIterForwardGet(const GSetIterForward* const that) {
#if BUILDMODE == 0
    if (that == NULL) {
        GSetErr->_type = PBErrTypeNullPointer;
        sprintf(GSetErr->_msg, "'that' is null");
        PBErrCatch(GSetErr);
    }
#endif
    // Return the data
    return GSetElemData(that->_curElem);
}

// Return the data currently pointed to by the iterator
#if BUILDMODE != 0
static inline
#endif
void* GSetIterBackwardGet(const GSetIterBackward* const that) {
#if BUILDMODE == 0
    if (that == NULL) {
        GSetErr->_type = PBErrTypeNullPointer;
        sprintf(GSetErr->_msg, "'that' is null");
        PBErrCatch(GSetErr);
    }
#endif
    // Return the data
    return GSetElemData(that->_curElem);
}

// Return the element currently pointed to by the iterator
#if BUILDMODE != 0
static inline
#endif
const GSetElem* GSetIterForwardGetElem(
    const GSetIterForward* const that) {
#if BUILDMODE == 0
    if (that == NULL) {
        GSetErr->_type = PBErrTypeNullPointer;
        sprintf(GSetErr->_msg, "'that' is null");
        PBErrCatch(GSetErr);
    }
#endif
    // Return the data

```

```

    return that->_curElem;
}

// Return the element currently pointed to by the iterator
#if BUILDMODE != 0
static inline
#endif
const GSetElem* GSetIterBackwardGetElem(
    const GSetIterBackward* const that) {
#if BUILDMODE == 0
    if (that == NULL) {
        GSetErr->_type = PBErrTypeNullPointer;
        sprintf(GSetErr->_msg, "'that' is null");
        PBErrCatch(GSetErr);
    }
#endif
    // Return the data
    return that->_curElem;
}

// Return the number of element in the set
#if BUILDMODE != 0
static inline
#endif
long _GSetNbElem(const GSet* const that) {
#if BUILDMODE == 0
    if (that == NULL) {
        GSetErr->_type = PBErrTypeNullPointer;
        sprintf(GSetErr->_msg, "'that' is null");
        PBErrCatch(GSetErr);
    }
#endif
    // Return the data
    return that->_nbElem;
}

// Remove the element currently pointed to by the iterator
// The iterator is moved forward to the next element
// Return false if we couldn't move
// Return true else
// It's the responsibility of the user to delete the content of the
// element prior to calling this function
#if BUILDMODE != 0
static inline
#endif
bool GSetIterForwardRemoveElem(GSetIterForward* const that) {
#if BUILDMODE == 0
    if (that == NULL) {
        GSetErr->_type = PBErrTypeNullPointer;
        sprintf(GSetErr->_msg, "'that' is null");
        PBErrCatch(GSetErr);
    }
#endif
    GSetElem *next = (GSetElem*)GSetElemNext(that->_curElem);
    GSetRemoveElem(that->_set, &(that->_curElem));
    that->_curElem = next;
    if (next != NULL)
        return true;
    else
        return false;
}

```

```

// Remove the element currently pointed to by the iterator
// The iterator is moved backward to the next element
// Return false if we couldn't move
// Return true else
// It's the responsibility of the user to delete the content of the
// element prior to calling this function
#if BUILDMODE != 0
static inline
#endif
bool GSetIterBackwardRemoveElem(GSetIterBackward* const that) {
#if BUILDMODE == 0
    if (that == NULL) {
        GSetErr->_type = PErrTypeNullPointer;
        sprintf(GSetErr->_msg, "'that' is null");
        PErrCatch(GSetErr);
    }
#endif
    GSetElem *prev = (GSetElem*)GSetElemPrev(that->_curElem);
    GSetRemoveElem(that->_set, &(that->_curElem));
    that->_curElem = prev;
    if (prev != NULL)
        return true;
    else
        return false;
}

// Append the element of the GSet 'set' at the end of the GSet 'that'
// 'that' and 'set' can be empty
#if BUILDMODE != 0
static inline
#endif
void _GSetAppendSet(GSet* const that, const GSet* const set) {
#if BUILDMODE == 0
    if (that == NULL) {
        GSetErr->_type = PErrTypeNullPointer;
        sprintf(GSetErr->_msg, "'that' is null");
        PErrCatch(GSetErr);
    }
    if (set == NULL) {
        GSetErr->_type = PErrTypeNullPointer;
        sprintf(GSetErr->_msg, "'set' is null");
        PErrCatch(GSetErr);
    }
#endif
    // If there are elements in the set to append
    if (GSetNbElem(set) > 0) {
        // Declare an iterator on the set to append
        GSetIterForward iter = GSetIterForwardCreateStatic(set);
        // Loop on element to append
        do {
            // Get the data to append
            void* data = GSetIterGet(&iter);
            // Append the data to the end of the set
            GSetAppend(that, data);
        } while (GSetIterStep(&iter));
    }
}

// Append the element of the GSet 'that' at the end of the GSet 'set'
// Elements are kept sorted
// 'that' and 'set' can be empty
#if BUILDMODE != 0

```

```

static inline
#endif
void _GSetAppendSortedSet(GSet* const that, const GSet* const set) {
#if BUILDMODE == 0
    if (that == NULL) {
        GSetErr->_type = PErrTypeNullPointer;
        sprintf(GSetErr->_msg, "'that' is null");
        PErrCatch(GSetErr);
    }
    if (set == NULL) {
        GSetErr->_type = PErrTypeNullPointer;
        sprintf(GSetErr->_msg, "'set' is null");
        PErrCatch(GSetErr);
    }
#endif
    // If there are elements in the set to append
    if (GSetNbElem(set) > 0) {
        // Declare an iterator on the set to append
        GSetIterForward iter = GSetIterForwardCreateStatic(set);
        // Loop on element to append
        do {
            // Get the element to append
            GSetElem* elem = (GSetElem*)GSetIterGetElem(&iter);
            // Append the data of the element according to the sorting value
            GSetAddSort(that, GSetElemData(elem), GSetElemGetSortVal(elem));
        } while (GSetIterStep(&iter));
    }

    // Return the sort value of GSetElem 'that'
    #if BUILDMODE != 0
    static inline
    #endif
    float GSetElemGetSortVal(const GSetElem* const that) {
    #if BUILDMODE == 0
        if (that == NULL) {
            GSetErr->_type = PErrTypeNullPointer;
            sprintf(GSetErr->_msg, "'that' is null");
            PErrCatch(GSetErr);
        }
    #endif
        return that->_sortVal;
    }

    // Return the next element of GSetElem 'that'
    #if BUILDMODE != 0
    static inline
    #endif
    const GSetElem* GSetElemNext(const GSetElem* const that) {
    #if BUILDMODE == 0
        if (that == NULL) {
            GSetErr->_type = PErrTypeNullPointer;
            sprintf(GSetErr->_msg, "'that' is null");
            PErrCatch(GSetErr);
        }
    #endif
        return that->_next;
    }

    // Return the previous element of GSetElem 'that'
    #if BUILDMODE != 0
    static inline

```

```

#endif
const GSetElem* GSetElemPrev(const GSetElem* const that) {
#if BUILDMODE == 0
    if (that == NULL) {
        GSetErr->_type = PBErrTypeNullPointer;
        sprintf(GSetErr->_msg, "'that' is null");
        PBErrCatch(GSetErr);
    }
#endif
    return that->_prev;
}

// Set the data of the element currently pointed to by the iterator
#if BUILDMODE != 0
static inline
#endif
void GSetIterForwardSetData(const GSetIterForward* const that,
    void* data) {
#if BUILDMODE == 0
    if (that == NULL) {
        GSetErr->_type = PBErrTypeNullPointer;
        sprintf(GSetErr->_msg, "'that' is null");
        PBErrCatch(GSetErr);
    }
#endif
    GSetElemSetData((GSetElem*)GSetIterGetElem(that), data);
}

// Set the data of the element currently pointed to by the iterator
#if BUILDMODE != 0
static inline
#endif
void GSetIterBackwardSetData(const GSetIterBackward* const that,
    void* data) {
#if BUILDMODE == 0
    if (that == NULL) {
        GSetErr->_type = PBErrTypeNullPointer;
        sprintf(GSetErr->_msg, "'that' is null");
        PBErrCatch(GSetErr);
    }
#endif
    GSetElemSetData((GSetElem*)GSetIterGetElem(that), data);
}

// Return the sort value of the element currently pointed to by the
// iterator
#if BUILDMODE != 0
static inline
#endif
float GSetIterForwardGetSortVal(const GSetIterForward* const that) {
#if BUILDMODE == 0
    if (that == NULL) {
        GSetErr->_type = PBErrTypeNullPointer;
        sprintf(GSetErr->_msg, "'that' is null");
        PBErrCatch(GSetErr);
    }
#endif
    return GSetElemGetSortVal(GSetIterGetElem(that));
}

// Return the sort value of the element currently pointed to by the
// iterator

```

```

#if BUILDMODE != 0
static inline
#endif
float GSetIterBackwardGetSortVal(const GSetIterBackward* const that) {
#if BUILDMODE == 0
    if (that == NULL) {
        GSetErr->_type = PBErrTypeNullPointer;
        sprintf(GSetErr->_msg, "'that' is null");
        PBErrCatch(GSetErr);
    }
#endif
    return GSetElemGetSortVal(GSetIterGetElem(that));
}

// Set the sort value of the element currently pointed to by the
// iterator
// The user must sort the set himself after calling this method
#if BUILDMODE != 0
static inline
#endif
void GSetIterForwardSetSortVal(GSetIterForward* const that, float val) {
#if BUILDMODE == 0
    if (that == NULL) {
        GSetErr->_type = PBErrTypeNullPointer;
        sprintf(GSetErr->_msg, "'that' is null");
        PBErrCatch(GSetErr);
    }
    if (that->_curElem == NULL) {
        GSetErr->_type = PBErrTypeNullPointer;
        sprintf(GSetErr->_msg, "'that->_curElem' is null");
        PBErrCatch(GSetErr);
    }
#endif
    GSetElemSetSortVal(that->_curElem, val);
}

// Set the sort value of the element currently pointed to by the
// iterator
// The user must sort the set himself after calling this method
#if BUILDMODE != 0
static inline
#endif
void GSetIterBackwardSetSortVal(GSetIterBackward* const that, float val) {
#if BUILDMODE == 0
    if (that == NULL) {
        GSetErr->_type = PBErrTypeNullPointer;
        sprintf(GSetErr->_msg, "'that' is null");
        PBErrCatch(GSetErr);
    }
    if (that->_curElem == NULL) {
        GSetErr->_type = PBErrTypeNullPointer;
        sprintf(GSetErr->_msg, "'that->_curElem' is null");
        PBErrCatch(GSetErr);
    }
#endif
    GSetElemSetSortVal(that->_curElem, val);
}

```



## 3 Makefile

```
# Build mode
# 0: development (max safety, no optimisation)
# 1: release (min safety, optimisation)
# 2: fast and furious (no safety, optimisation)
BUILD_MODE?=1

all: pbmake_wget main

# Automatic installation of the repository PBMake in the parent folder
pbmake_wget:
if [ ! -d ../PBMake ]; then wget https://github.com/BayashiPascal/PBMake/archive/master.zip; unzip master.zip; rm -f

# Makefile definitions
MAKEFILE_INC=../PBMake/Makefile.inc
include $(MAKEFILE_INC)

# Rules to make the executable
repo=gset
$(repo)_EXENAME: \
$(repo)_EXENAME.o \
$(repo)_EXE_DEP \
$(repo)_DEP
$(COMPILER) 'echo "$(repo)_EXE_DEP" "$(repo)_EXENAME.o" | tr ' ' '\n' | sort -u' $(LINK_ARG) $(repo)_LINK_ARG

$(repo)_EXENAME.o: \
$(repo)_DIR/$(repo)_EXENAME.c \
$(repo)_INC_H_EXE \
$(repo)_EXE_DEP
$(COMPILER) $(BUILD_ARG) $(repo)_BUILD_ARG 'echo "$(repo)_INC_DIR" | tr ' ' '\n' | sort -u' -c $(repo)_DIR/
```

## 4 Unit tests

```
#include <stdlib.h>
#include <stdio.h>
#include <time.h>
#include <string.h>
#include <time.h>
#include <unistd.h>
#include <sys/time.h>
#include <math.h>
#include "pberr.h"
#include "gset.h"
#include "pbmath.h"

#define RANDOMSEED 0
#define rnd() (float)(rand())/(float)(RAND_MAX)

void UnitTestGSetElemGetSet() {
    GSetElem elem;
    GSetElem elemNext;
    GSetElem elemPrev;
    float val = 1.0;
    char data = ' ';
    elem._next = &elemNext;
    elem._prev = &elemPrev;
    elem._sortVal = val;
```

```

elem._data = &data;
if (GSetElemNext(&elem) != &elemNext) {
    GSetErr->_type = PBErrTypeUnitTestFailed;
    sprintf(GSetErr->_msg, "GSetElemNext failed");
    PBErrCatch(GSetErr);
}
if (GSetElemPrev(&elem) != &elemPrev) {
    GSetErr->_type = PBErrTypeUnitTestFailed;
    sprintf(GSetErr->_msg, "GSetElemPrev failed");
    PBErrCatch(GSetErr);
}
if (GSetElemData(&elem) != &data) {
    GSetErr->_type = PBErrTypeUnitTestFailed;
    sprintf(GSetErr->_msg, "GSetElemData failed");
    PBErrCatch(GSetErr);
}
if (!ISEQUALF(GSetElemGetSortVal(&elem), val)) {
    GSetErr->_type = PBErrTypeUnitTestFailed;
    sprintf(GSetErr->_msg, "GSetElemGetSortVal failed");
    PBErrCatch(GSetErr);
}
float valb = 2.0;
char datab = ' ';
GSetElem elemNextb;
GSetElem elemPrevb;
GSetElemSetData(&elem, &datab);
GSetElemSetSortVal(&elem, valb);
GSetElemSetNext(&elem, &elemNextb);
GSetElemSetPrev(&elem, &elemPrevb);
if (GSetElemData(&elem) != &datab) {
    GSetErr->_type = PBErrTypeUnitTestFailed;
    sprintf(GSetErr->_msg, "GSetElemSetData failed");
    PBErrCatch(GSetErr);
}
if (!ISEQUALF(GSetElemGetSortVal(&elem), valb)) {
    GSetErr->_type = PBErrTypeUnitTestFailed;
    sprintf(GSetErr->_msg, "GSetElemSetSortVal failed");
    PBErrCatch(GSetErr);
}
if (GSetElemNext(&elem) != &elemNextb) {
    GSetErr->_type = PBErrTypeUnitTestFailed;
    sprintf(GSetErr->_msg, "GSetElemSetNext failed");
    PBErrCatch(GSetErr);
}
if (GSetElemPrev(&elem) != &elemPrevb) {
    GSetErr->_type = PBErrTypeUnitTestFailed;
    sprintf(GSetErr->_msg, "GSetElemSetPrev failed");
    PBErrCatch(GSetErr);
}

printf("UnitTestGSetElemGetSet OK\n");
}

void UnitTestGSetElem() {
    UnitTestGSetElemGetSet();
    printf("UnitTestGSetElem OK\n");
}

void UnitTestGSetCreateFree() {
    GSet* set = GSetCreate();
    if (set == NULL) {
        GSetErr->_type = PBErrTypeUnitTestFailed;
    }
}

```

```

    sprintf(GSetErr->_msg, "set is null");
    PBErrCatch(GSetErr);
}
if (set->_nbElem != 0) {
    GSetErr->_type = PBErrTypeUnitTestFailed;
    sprintf(GSetErr->_msg, "_nbElem is invalid (%ld==0)", set->_nbElem);
    PBErrCatch(GSetErr);
}
if (set->_head != NULL) {
    GSetErr->_type = PBErrTypeUnitTestFailed;
    sprintf(GSetErr->_msg, "_head is not null");
    PBErrCatch(GSetErr);
}
if (set->_tail != NULL) {
    GSetErr->_type = PBErrTypeUnitTestFailed;
    sprintf(GSetErr->_msg, "_tail is not null");
    PBErrCatch(GSetErr);
}
GSetFree(&set);
if (set != NULL) {
    GSetErr->_type = PBErrTypeUnitTestFailed;
    sprintf(GSetErr->_msg, "set is not null after free");
    PBErrCatch(GSetErr);
}
set = GSetCreate();
GSetPush(set, NULL);
GSetFree(&set);
if (set != NULL) {
    GSetErr->_type = PBErrTypeUnitTestFailed;
    sprintf(GSetErr->_msg, "set is not null after free");
    PBErrCatch(GSetErr);
}
GSet setstatic = GSetCreateStatic();
if (setstatic._nbElem != 0) {
    GSetErr->_type = PBErrTypeUnitTestFailed;
    sprintf(GSetErr->_msg, "_nbElem is invalid (%ld==0)",
        setstatic._nbElem);
    PBErrCatch(GSetErr);
}
if (setstatic._head != NULL) {
    GSetErr->_type = PBErrTypeUnitTestFailed;
    sprintf(GSetErr->_msg, "_head is not null");
    PBErrCatch(GSetErr);
}
if (setstatic._tail != NULL) {
    GSetErr->_type = PBErrTypeUnitTestFailed;
    sprintf(GSetErr->_msg, "_tail is not null");
    PBErrCatch(GSetErr);
}
printf("UnitTestGSetCreateFree OK\n");
}

void UnitTestGSetClone() {
    int a[5] = {1, 2, 3, 4, 5};
    GSet set = GSetCreateStatic();
    for (int i = 5; i--;)
        GSetPush(&set, a + i);
    GSet* clone = GSetClone(&set);
    if (clone->_nbElem != 5) {
        GSetErr->_type = PBErrTypeUnitTestFailed;
        sprintf(GSetErr->_msg, "GSetClone NOK");
        PBErrCatch(GSetErr);
    }
}

```

```

    }
    GSetIterForward iter = GSetIterForwardCreateStatic(clone);
    int i = 0;
    do {
        if (a + i != GSetIterGet(&iter)) {
            GSetErr->_type = PBErrTypeUnitTestFailed;
            sprintf(GSetErr->_msg, "GSetClone NOK");
            PBErrCatch(GSetErr);
        }
        ++i;
    } while (GSetIterStep(&iter));
    GSetFree(&clone);
    GSetFlush(&set);
    printf("UnitTestGSetClone OK\n");
}

void UnitTestGSetFlush() {
    GSet* set = GSetCreate();
    for (int i = 5; i--;)
        GSetPush(set, NULL);
    GSetFlush(set);
    if (set->_head != NULL) {
        GSetErr->_type = PBErrTypeUnitTestFailed;
        sprintf(GSetErr->_msg, "_head is not null after flush");
        PBErrCatch(GSetErr);
    }
    if (set->_tail != NULL) {
        GSetErr->_type = PBErrTypeUnitTestFailed;
        sprintf(GSetErr->_msg, "_tail is not null after flush");
        PBErrCatch(GSetErr);
    }
    if (set->_nbElem != 0) {
        GSetErr->_type = PBErrTypeUnitTestFailed;
        sprintf(GSetErr->_msg, "_nbElem is not 0 after flush");
        PBErrCatch(GSetErr);
    }
    GSetFree(&set);
    printf("UnitTestGSetFlush OK\n");
}

void printData(const void* const data, FILE* const stream) {
    fprintf(stream, "%d", *(int*)data);
}

void UnitTestGSetPrint() {
    int a[5] = {1, 2, 3, 4, 5};
    GSet set = GSetCreateStatic();
    for (int i = 5; i--;)
        GSetPush(&set, a + i);
    GSetPrint(&set, stdout, printData, " ");
    printf("\n");
    GSetFlush(&set);
    printf("UnitTestGSetPrint OK\n");
}

void UnitTestGSetPushPopAppendDrop() {
    int a[5] = {1, 2, 3, 4, 5};
    GSet set = GSetCreateStatic();
    for (int i = 5; i--;) {
        GSetPush(&set, a + i);
        GSetPrint(&set, stdout, printData, " ");
        printf("\n");
    }
}

```

```

}
if (set._nbElem != 5) {
    GSetErr->_type = PBErrTypeUnitTestFailed;
    sprintf(GSetErr->_msg, "UnitTestGSetPushPopAppendDrop NOK");
    PBErrCatch(GSetErr);
}
for (int i = 5; i--;) {
    while (GSetPop(&set) == NULL);
    GSetPrint(&set, stdout, printData, ", ");
    printf("\n");
}
if (set._nbElem != 0) {
    GSetErr->_type = PBErrTypeUnitTestFailed;
    sprintf(GSetErr->_msg, "UnitTestGSetPushPopAppendDrop NOK");
    PBErrCatch(GSetErr);
}
for (int i = 5; i--;) {
    GSetAppend(&set, a + i);
    GSetPrint(&set, stdout, printData, ", ");
    printf("\n");
}
if (set._nbElem != 5) {
    GSetErr->_type = PBErrTypeUnitTestFailed;
    sprintf(GSetErr->_msg, "UnitTestGSetPushPopAppendDrop NOK");
    PBErrCatch(GSetErr);
}
for (int i = 5; i--;) {
    while (GSetDrop(&set) == NULL);
    GSetPrint(&set, stdout, printData, ", ");
    printf("\n");
}
if (set._nbElem != 0) {
    GSetErr->_type = PBErrTypeUnitTestFailed;
    sprintf(GSetErr->_msg, "UnitTestGSetPushPopAppendDrop NOK");
    PBErrCatch(GSetErr);
}
GSetFlush(&set);
printf("UnitTestGSetPushPopAppendDrop OK\n");
}

void UnitTestGSetAddSort() {
    srandom(RANDOMSEED);
    int a[5] = {-2, -1, 0, 1, 2};
    int nbTest = 1000;
    GSet set = GSetCreateStatic();
    GSetIterForward iter = GSetIterForwardCreateStatic(&set);
    for (int iTesT = nbTest; iTesT--;) {
        for (int i = 10; i--;) {
            int j = (int)floor(rnd() * 5);
            GSetAddSort(&set, a + j, a[j]);
        }
        GSetIterReset(&iter);
        int v = *(int*)GSetIterGet(&iter);
        GSetIterStep(&iter);
        do {
            int w = *(int*)GSetIterGet(&iter);
            if (w < v) {
                GSetErr->_type = PBErrTypeUnitTestFailed;
                sprintf(GSetErr->_msg, "GSetAddSort NOK");
                PBErrCatch(GSetErr);
            }
        } while (v < w);
        v = w;
    }
}

```

```

        } while (GSetIterStep(&iter));
        GSetFlush(&set);
    }
    printf("UnitTestGSetAddSort OK\n");
}

void UnitTestGSetInsertRemove() {
    int a[5] = {1, 2, 3, 4, 5};
    GSet set = GSetCreateStatic();
    GSetIterForward iter = GSetIterForwardCreateStatic(&set);
    GSetInsert(&set, a, 2);
    int *checka[3] = {NULL, NULL, a};
    int i = 0;
    GSetIterReset(&iter);
    do {
        if (checka[i] != GSetIterGet(&iter)) {
            GSetErr->_type = PBErrTypeUnitTestFailed;
            sprintf(GSetErr->_msg, "GSetInsert NOK");
            PBErrCatch(GSetErr);
        }
        ++i;
    } while (GSetIterStep(&iter));
    GSetFlush(&set);
    GSetInsert(&set, a, 0);
    GSetInsert(&set, a + 1, 1);
    GSetInsert(&set, a + 2, 1);
    GSetInsert(&set, a + 3, 1);
    GSetInsert(&set, a + 4, 3);
    int *checkb[5] = {a, a + 3, a + 2, a + 4, a + 1};
    i = 0;
    GSetIterReset(&iter);
    do {
        if (checkb[i] != GSetIterGet(&iter)) {
            GSetErr->_type = PBErrTypeUnitTestFailed;
            sprintf(GSetErr->_msg, "GSetInsert NOK");
            PBErrCatch(GSetErr);
        }
        ++i;
    } while (GSetIterStep(&iter));
    GSetRemove(&set, 0);
    int *checkc[4] = {a + 3, a + 2, a + 4, a + 1};
    i = 0;
    GSetIterReset(&iter);
    do {
        if (checkc[i] != GSetIterGet(&iter)) {
            GSetErr->_type = PBErrTypeUnitTestFailed;
            sprintf(GSetErr->_msg, "GSetRemove NOK");
            PBErrCatch(GSetErr);
        }
        ++i;
    } while (GSetIterStep(&iter));
    GSetRemove(&set, 3);
    int *checkd[3] = {a + 3, a + 2, a + 4};
    i = 0;
    GSetIterReset(&iter);
    do {
        if (checkd[i] != GSetIterGet(&iter)) {
            GSetErr->_type = PBErrTypeUnitTestFailed;
            sprintf(GSetErr->_msg, "GSetRemove NOK");
            PBErrCatch(GSetErr);
        }
        ++i;
    }
}

```

```

} while (GSetIterStep(&iter));
GSetRemove(&set, 1);
int *checke[2] = {a + 3, a + 4};
i = 0;
GSetIterReset(&iter);
do {
    if (checke[i] != GSetIterGet(&iter)) {
        GSetErr->_type = PBErrTypeUnitTestFailed;
        sprintf(GSetErr->_msg, "GSetRemove NOK");
        PBErrCatch(GSetErr);
    }
    ++i;
} while (GSetIterStep(&iter));
GSetRemove(&set, 1);
int *checkf[1] = {a + 3};
i = 0;
GSetIterReset(&iter);
do {
    if (checkf[i] != GSetIterGet(&iter)) {
        GSetErr->_type = PBErrTypeUnitTestFailed;
        sprintf(GSetErr->_msg, "GSetRemove NOK");
        PBErrCatch(GSetErr);
    }
    ++i;
} while (GSetIterStep(&iter));
GSetRemove(&set, 0);
if (set._nbElem != 0 || set._head != NULL || set._tail != NULL) {
    GSetErr->_type = PBErrTypeUnitTestFailed;
    sprintf(GSetErr->_msg, "GSetRemove NOK");
    PBErrCatch(GSetErr);
}
printf("UnitTestGSetInsertRemove OK\n");
}

void UnitTestGSetNbElemGet() {
    int a[5] = {0, 1, 2, 3, 4};
    GSet set = GSetCreateStatic();
    for (int i = 5; i--;) {
        GSetPush(&set, a + i);
        if (5 - i != GSetNbElem(&set)) {
            GSetErr->_type = PBErrTypeUnitTestFailed;
            sprintf(GSetErr->_msg, "GSetNbElem NOK");
            PBErrCatch(GSetErr);
        }
    }
    for (int i = 5; i--;)
        if (i != *(int*)GSetGet(&set, i)) {
            GSetErr->_type = PBErrTypeUnitTestFailed;
            sprintf(GSetErr->_msg, "GSetGet NOK");
            PBErrCatch(GSetErr);
        }
    if (*(int*)GSetHead(&set) != 0) {
        GSetErr->_type = PBErrTypeUnitTestFailed;
        sprintf(GSetErr->_msg, "GSetGetFirst NOK");
        PBErrCatch(GSetErr);
    }
    if (*(int*)GSetTail(&set) != 4) {
        GSetErr->_type = PBErrTypeUnitTestFailed;
        sprintf(GSetErr->_msg, "GSetGetLast NOK");
        PBErrCatch(GSetErr);
    }
}
GSetFlush(&set);

```

```

    printf("UnitTestGSetNbElemGet OK\n");
}

void UnitTestGSetGetIndex() {
    int a[5] = {0, 1, 2, 3, 4};
    GSet set = GSetCreateStatic();
    for (int i = 5; i--;)
        GSetPush(&set, a + i);
    for (int i = 5; i--;)
        GSetAppend(&set, a + i);
    for (int i = 5; i--;) {
        if (i != GSetGetIndexFirst(&set, a + i)) {
            GSetErr->_type = PBErrTypeUnitTestFailed;
            sprintf(GSetErr->_msg, "GSetGetIndexFirst NOK");
            PBErrCatch(GSetErr);
        }
        if (9 - i != GSetGetIndexLast(&set, a + i)) {
            GSetErr->_type = PBErrTypeUnitTestFailed;
            sprintf(GSetErr->_msg, "GSetGetIndexLast NOK");
            PBErrCatch(GSetErr);
        }
    }
    GSetFlush(&set);
    printf("UnitTestGSetGetIndex OK\n");
}

void UnitTestGSetSort() {
    srand(RANDOMSEED);
    int a[5] = {-2, -1, 0, 1, 2};
    int nbTest = 1000;
    GSet set = GSetCreateStatic();
    GSetIterForward iter = GSetIterForwardCreateStatic(&set);
    for (int iTest = nbTest; iTest--;) {
        for (int i = 10; i--;) {
            int j = (int)floor(rnd() * 5);
            GSetPush(&set, a + j);
            GSetElemSetSortVal((GSetElem*)GSetHeadElem(&set), a[j]);
        }
        GSetSort(&set);
        GSetIterReset(&iter);
        int v = *(int*)GSetIterGet(&iter);
        GSetIterStep(&iter);
        do {
            int w = *(int*)GSetIterGet(&iter);
            if (w < v) {
                GSetErr->_type = PBErrTypeUnitTestFailed;
                sprintf(GSetErr->_msg, "GSetSort NOK");
                PBErrCatch(GSetErr);
            }
            v = w;
        } while (GSetIterStep(&iter));
        GSetFlush(&set);
    }
    printf("UnitTestGSetSort OK\n");
}

int compare_floats(const void* a, const void* b)
{
    float arg1 = *(const float*)a;
    float arg2 = *(const float*)b;
    return (arg1 > arg2) - (arg1 < arg2);
}

```



```

void UnitTestGSetSortBig() {
    srandom(RANDOMSEED);
    int nbTest = 10;
    float sumTime = 0.0;
    float minTime = 100000.0;
    float maxTime = 0.0;
    #define sizeSet 10000001
    for (int iTest = 0; iTest < nbTest; ++iTest) {
        GSet set = GSetCreateStatic();
        for (long i = 0; i < sizeSet; ++i) {
            GSetPush(&set, NULL);
            GSetElemSetSortVal((GSetElem*)GSetHeadElem(&set),
                rnd() * 100000.0);
        }
        clock_t clockBefore = clock();
        GSetSort(&set);
        clock_t clockAfter = clock();
        float delayMs = ((double)(clockAfter - clockBefore)) /
            CLOCKS_PER_SEC * 1000.0;
        if (minTime > delayMs)
            minTime = delayMs;
        if (maxTime < delayMs)
            maxTime = delayMs;
        sumTime += delayMs;
        GSetFlush(&set);
    }
    printf("Min/Avg/Max time to sort %li elements: %.1f/%.1f/%.1fms\n",
        sizeSet, minTime, sumTime / (float)nbTest, maxTime);

    float floats[sizeSet];
    sumTime = 0.0;
    minTime = 100000.0;
    maxTime = 0.0;
    for (int iTest = 0; iTest < nbTest; ++iTest) {
        for (long i = 0; i < sizeSet; ++i) {
            floats[i] = rnd() * 100000.0;
        }
        clock_t clockBefore = clock();
        qsort(floats, sizeSet, sizeof(int), compare_floats);
        clock_t clockAfter = clock();
        float delayMs = ((double)(clockAfter - clockBefore)) /
            CLOCKS_PER_SEC * 1000.0;
        if (minTime > delayMs)
            minTime = delayMs;
        if (maxTime < delayMs)
            maxTime = delayMs;
        sumTime += delayMs;
    }
    printf("For comparison, using qsort on an array of %li floats:\n",
        sizeSet);
    printf("  Min/Avg/Max time : %.1f/%.1f/%.1fms\n",
        minTime, sumTime / (float)nbTest, maxTime);

    printf("UnitTestGSetSortBig OK\n");
}

void UnitTestGSetSplitMerge() {
    int a[5] = {0, 1, 2, 3, 4};
    GSet set = GSetCreateStatic();
    for (int i = 5; i--;)
        GSetPush(&set, a + i);
}

```

```

for (int i = 5; i--;)
    GSetAppend(&set, a + i);
GSet* split = GSetSplit(&set, (GSetElem*)GSetElement(&set, 5));
if (split->_nbElem != 5 || set._nbElem != 5) {
    GSetErr->_type = PBErrTypeUnitTestFailed;
    sprintf(GSetErr->_msg, "GSetSplit NOK");
    PBErrCatch(GSetErr);
}
for (int i = 5; i--;) {
    if (a[i] != *(int*)GSetGet(&set, i)) {
        GSetErr->_type = PBErrTypeUnitTestFailed;
        sprintf(GSetErr->_msg, "GSetSplit NOK");
        PBErrCatch(GSetErr);
    }
    if (a[i] != *(int*)GSetGet(split, 4 - i)) {
        GSetErr->_type = PBErrTypeUnitTestFailed;
        sprintf(GSetErr->_msg, "GSetSplit NOK");
        PBErrCatch(GSetErr);
    }
}
GSetMerge(&set, split);
if (split->_nbElem != 0 || set._nbElem != 10) {
    GSetErr->_type = PBErrTypeUnitTestFailed;
    sprintf(GSetErr->_msg, "GSetMerge NOK");
    PBErrCatch(GSetErr);
}
for (int i = 5; i--;) {
    if (i != GSetGetIndexFirst(&set, a + i)) {
        GSetErr->_type = PBErrTypeUnitTestFailed;
        sprintf(GSetErr->_msg, "GSetMerge NOK");
        PBErrCatch(GSetErr);
    }
    if (9 - i != GSetGetIndexLast(&set, a + i)) {
        GSetErr->_type = PBErrTypeUnitTestFailed;
        sprintf(GSetErr->_msg, "GSetMerge NOK");
        PBErrCatch(GSetErr);
    }
}
GSetFlush(&set);
GSetFree(&split);
printf("UnitTestGSetSplitMerge OK\n");
}

void UnitTestGSetSwitch() {
    int a[5] = {1, 2, 3, 4, 5};
    GSet set = GSetCreateStatic();
    for (int i = 5; i--;)
        GSetPush(&set, a + i);
    GSetSwitch(&set, 0, 4);
    GSetSwitch(&set, 1, 3);
    GSetIterForward iter = GSetIterForwardCreateStatic(&set);
    int *checka[5] = {a + 4, a + 3, a + 2, a + 1, a};
    int i = 0;
    GSetIterReset(&iter);
    do {
        if (checka[i] != GSetIterGet(&iter)) {
            GSetErr->_type = PBErrTypeUnitTestFailed;
            sprintf(GSetErr->_msg, "GSetSwitch NOK");
            PBErrCatch(GSetErr);
        }
        ++i;
    } while (GSetIterStep(&iter));
}

```

```

    GSetFlush(&set);
    printf("UnitTestGSetSwitch OK\n");
}

void UnitTestGSetMoveElem() {
    int a[5] = {1, 2, 3, 4, 5};
    GSet set = GSetCreateStatic();
    for (int i = 5; i--;)
        GSetPush(&set, a + i);
    GSetMoveElem(&set, 3, 1);
    int checka[5] = {1, 4, 2, 3, 5};
    for (int i = 5; i--;) {
        if (checka[i] != *((int*)GSetGet(&set, i))) {
            GSetErr->_type = PBErrTypeUnitTestFailed;
            sprintf(GSetErr->_msg, "GSetMoveElem NOK");
            PBErrCatch(GSetErr);
        }
    }
    GSetMoveElem(&set, 1, 3);
    int checkb[5] = {1, 2, 3, 4, 5};
    for (int i = 5; i--;) {
        if (checkb[i] != *((int*)GSetGet(&set, i))) {
            GSetErr->_type = PBErrTypeUnitTestFailed;
            sprintf(GSetErr->_msg, "GSetMoveElem NOK");
            PBErrCatch(GSetErr);
        }
    }
    GSetMoveElem(&set, 0, 3);
    int checkc[5] = {2, 3, 4, 1, 5};
    for (int i = 5; i--;) {
        if (checkc[i] != *((int*)GSetGet(&set, i))) {
            GSetErr->_type = PBErrTypeUnitTestFailed;
            sprintf(GSetErr->_msg, "GSetMoveElem NOK");
            PBErrCatch(GSetErr);
        }
    }
    GSetMoveElem(&set, 4, 1);
    int checkd[5] = {2, 5, 3, 4, 1};
    for (int i = 5; i--;) {
        if (checkd[i] != *((int*)GSetGet(&set, i))) {
            GSetErr->_type = PBErrTypeUnitTestFailed;
            sprintf(GSetErr->_msg, "GSetMoveElem NOK");
            PBErrCatch(GSetErr);
        }
    }
    GSetFlush(&set);
    printf("UnitTestGSetMoveElem OK\n");
}

void UnitTestGSetMergeSet() {
    int a[5] = {1, 2, 3, 4, 5};
    GSet setA = GSetCreateStatic();
    for (int i = 3; i--;)
        GSetPush(&setA, a + i);
    GSet setB = GSetCreateStatic();
    for (int i = 2; i--;)
        GSetPush(&setB, a + i + 3);
    GSetAppendSet(&setA, &setB);
    for (int i = 5; i--;) {
        if (a[i] != *((int*)GSetGet(&setA, i))) {
            GSetErr->_type = PBErrTypeUnitTestFailed;
            sprintf(GSetErr->_msg, "GSetAppendSet NOK");
        }
    }
}

```

```

        PBErCatch(GSetErr);
    }
}
GSetFlush(&setA);
GSetFlush(&setB);
for (int i = 3; i--;)
    GSetAddSort(&setB, a + i, i);
for (int i = 2; i--;)
    GSetAddSort(&setA, a + i + 3, i + 3);
GSetAppendSortedSet(&setA, &setB);
for (int i = 5; i--;) {
    if (a[i] != *((int*)GSetGet(&setA, i))) {
        GSetErr->_type = PBErTypeUnitTestFailed;
        sprintf(GSetErr->_msg, "GSetAppendSortedSet NOK");
        PBErCatch(GSetErr);
    }
}
GSetFlush(&setA);
GSetFlush(&setB);
printf("UnitTestGSetMergeSet OK\n");
}

void UnitTestGSetCount() {
    int a[5] = {1, 2, 3, 4, 5};
    GSet set = GSetCreateStatic();
    for (int i = 5; i--;)
        for (int j = i; j--;)
            GSetPush(&set, a + i);
    for (int i = 5; i--;)
        if (GSetCount(&set, a + i) != i) {
            GSetErr->_type = PBErTypeUnitTestFailed;
            sprintf(GSetErr->_msg, "GSetCount NOK");
            PBErCatch(GSetErr);
        }
    GSetFlush(&set);
    printf("UnitTestGSetMergeSet OK\n");
}

void UnitTestGSetShuffle() {
    srandom(1);
    int a[5] = {1, 2, 3, 4, 5};
    GSet set = GSetCreateStatic();
    for (int i = 5; i--;)
        GSetPush(&set, a + i);
    GSetShuffle(&set);
    int b[5] = {2, 3, 4, 1, 5};
    for (int i = 0; i < 5; ++i) {
        int* j = GSetPop(&set);
        if (*j != b[i]) {
            GSetErr->_type = PBErTypeUnitTestFailed;
            sprintf(GSetErr->_msg, "GSetSuffle NOK");
            PBErCatch(GSetErr);
        }
    }
    printf("UnitTestGSetShuffle OK\n");
}

void UnitTestGSet() {
    UnitTestGSetCreateFree();
    UnitTestGSetClone();
    UnitTestGSetFlush();
    UnitTestGSetPrint();
}

```

```

    UnitTestGSetPushPopAppendDrop();
    UnitTestGSetAddSort();
    UnitTestGSetInsertRemove();
    UnitTestGSetNbElemGet();
    UnitTestGSetGetIndex();
    UnitTestGSetSort();
    UnitTestGSetSortBig();
    UnitTestGSetSplitMerge();
    UnitTestGSetSwitch();
    UnitTestGSetMoveElem();
    UnitTestGSetMergeSet();
    UnitTestGSetCount();
    UnitTestGSetShuffle();
    printf("UnitTestGSet OK\n");
}

void UnitTestGSetIteratorForwardCreateFree() {
    int a[5] = {1, 2, 3, 4, 5};
    GSet set = GSetCreateStatic();
    for (int i = 5; i--;)
        GSetPush(&set, a + i);
    GSetIterForward* iter = GSetIterForwardCreate(&set);
    if (iter->_set != &set || iter->_curElem != set._head) {
        GSetErr->_type = PBErrTypeUnitTestFailed;
        sprintf(GSetErr->_msg, "UnitTestGSetIteratorForwardCreateFree NOK");
        PBErrCatch(GSetErr);
    }
    GSetIterFree(&iter);
    if (iter != NULL) {
        GSetErr->_type = PBErrTypeUnitTestFailed;
        sprintf(GSetErr->_msg, "iter is not NULL after free");
        PBErrCatch(GSetErr);
    }
    GSetIterForward iterb = GSetIterForwardCreateStatic(&set);
    if (iterb._set != &set || iterb._curElem != set._head) {
        GSetErr->_type = PBErrTypeUnitTestFailed;
        sprintf(GSetErr->_msg, "UnitTestGSetIteratorForwardCreateFree NOK");
        PBErrCatch(GSetErr);
    }
    GSetFlush(&set);
    printf("UnitTestGSetIteratorForwardCreateFree OK\n");
}

void UnitTestGSetIteratorForwardClone() {
    int a[5] = {1, 2, 3, 4, 5};
    GSet set = GSetCreateStatic();
    for (int i = 5; i--;)
        GSetPush(&set, a + i);
    GSetIterForward iter = GSetIterForwardCreateStatic(&set);
    GSetIterForward* iterb = GSetIterClone(&iter);
    if (iter._set != iterb->_set || iter._curElem != iterb->_curElem) {
        GSetErr->_type = PBErrTypeUnitTestFailed;
        sprintf(GSetErr->_msg, "UnitTestGSetIteratorForwardClone NOK");
        PBErrCatch(GSetErr);
    }
    GSetIterFree(&iterb);
    GSetFlush(&set);
    printf("UnitTestGSetIteratorForwardClone OK\n");
}

void UnitTestGSetIteratorForwardReset() {
    int a[5] = {1, 2, 3, 4, 5};

```

```

GSet set = GSetCreateStatic();
for (int i = 5; i--;)
    GSetPush(&set, a + i);
GSetIterForward iter = GSetIterForwardCreateStatic(&set);
GSetIterStep(&iter);
GSetIterReset(&iter);
if (iter._curElem != set._head) {
    GSetErr->_type = PBErrTypeUnitTestFailed;
    sprintf(GSetErr->_msg, "UnitTestGSetIteratorForwardReset NOK");
    PBErrCatch(GSetErr);
}
GSetFlush(&set);
printf("UnitTestGSetIteratorForwardReset OK\n");
}

void UnitTestGSetIteratorForwardStepGetGetElem() {
    int a[5] = {1, 2, 3, 4, 5};
    GSet set = GSetCreateStatic();
    for (int i = 5; i--;)
        GSetPush(&set, a + i);
    GSetIterForward iter = GSetIterForwardCreateStatic(&set);
    GSetElem* elem = set._head->_next;
    GSetIterStep(&iter);
    if (iter._curElem != elem) {
        GSetErr->_type = PBErrTypeUnitTestFailed;
        sprintf(GSetErr->_msg, "GSetIterStep NOK");
        PBErrCatch(GSetErr);
    }
    if (GSetIterGetElem(&iter) != elem) {
        GSetErr->_type = PBErrTypeUnitTestFailed;
        sprintf(GSetErr->_msg, "GSetIterGetElem NOK");
        PBErrCatch(GSetErr);
    }
    if (GSetIterGet(&iter) != a + 1) {
        GSetErr->_type = PBErrTypeUnitTestFailed;
        sprintf(GSetErr->_msg, "GSetIterGet NOK");
        PBErrCatch(GSetErr);
    }
    GSetIterStepBack(&iter);
    if (iter._curElem != set._head) {
        GSetErr->_type = PBErrTypeUnitTestFailed;
        sprintf(GSetErr->_msg, "GSetIterStepBack NOK");
        PBErrCatch(GSetErr);
    }
    GSetFlush(&set);
    printf("UnitTestGSetIteratorForwardStepGetGetElem OK\n");
}

void FunInc(void* data, void* param) {
    (void)param;
    ++(*(int*)data);
}

void UnitTestGSetIteratorForwardApply() {
    int a[5] = {1, 2, 3, 4, 5};
    GSet set = GSetCreateStatic();
    for (int i = 5; i--;)
        GSetPush(&set, a + i);
    GSetIterForward iter = GSetIterForwardCreateStatic(&set);
    GSetIterApply(&iter, &FunInc, NULL);
    for (int i = 5; i--;)
        if (a[i] != i + 2) {

```

```

        GSetErr->_type = PBErrTypeUnitTestFailed;
        sprintf(GSetErr->_msg, "UnitTestGSetIteratorForwardApply NOK");
        PBErrCatch(GSetErr);
    }
    GSetFlush(&set);
    printf("UnitTestGSetIteratorForwardApply OK\n");
}

void UnitTestGSetIteratorForwardIsFirstIsLast() {
    int a[3] = {1, 2, 3};
    GSet set = GSetCreateStatic();
    for (int i = 3; i--;)
        GSetPush(&set, a + i);
    GSetIterForward iter = GSetIterForwardCreateStatic(&set);
    if (GSetIterIsFirst(&iter) == false || GSetIterIsLast(&iter) == true) {
        GSetErr->_type = PBErrTypeUnitTestFailed;
        sprintf(GSetErr->_msg,
            "UnitTestGSetIteratorForwardIsFirstIsLast NOK");
        PBErrCatch(GSetErr);
    }
    GSetIterStep(&iter);
    if (GSetIterIsFirst(&iter) == true || GSetIterIsLast(&iter) == true) {
        GSetErr->_type = PBErrTypeUnitTestFailed;
        sprintf(GSetErr->_msg,
            "UnitTestGSetIteratorForwardIsFirstIsLast NOK");
        PBErrCatch(GSetErr);
    }
    GSetIterStep(&iter);
    if (GSetIterIsFirst(&iter) == true || GSetIterIsLast(&iter) == false) {
        GSetErr->_type = PBErrTypeUnitTestFailed;
        sprintf(GSetErr->_msg,
            "UnitTestGSetIteratorForwardIsFirstIsLast NOK");
        PBErrCatch(GSetErr);
    }
    GSetFlush(&set);
    printf("UnitTestGSetIteratorForwardIsFirstIsLast OK\n");
}

void UnitTestGSetIteratorForwardSet() {
    int a[3] = {1, 2, 3};
    GSet set = GSetCreateStatic();
    for (int i = 3; i--;)
        GSetPush(&set, a + i);
    int b[3] = {1, 2, 3};
    GSet setb = GSetCreateStatic();
    for (int i = 3; i--;)
        GSetPush(&setb, b + i);
    GSetIterForward iter = GSetIterForwardCreateStatic(&set);
    GSetIterSetGSet(&iter, &setb);
    if (iter._set != &setb || iter._curElem != setb._head) {
        GSetErr->_type = PBErrTypeUnitTestFailed;
        sprintf(GSetErr->_msg, "GSetIterSetGSet NOK");
        PBErrCatch(GSetErr);
    }
    char c = ' ';
    GSetIterSetData(&iter, &c);
    if (GSetIterGet(&iter) != &c) {
        GSetErr->_type = PBErrTypeUnitTestFailed;
        sprintf(GSetErr->_msg, "GSetIterSetData NOK");
        PBErrCatch(GSetErr);
    }
    GSetFlush(&set);
}

```

```

    GSetFlush(&setb);
    printf("UnitTestGSetIteratorForwardSet OK\n");
}

void UnitTestGSetIteratorForwardRemoveElem() {
    int a[3] = {1, 2, 3};
    GSet set = GSetCreateStatic();
    for (int i = 3; i--;)
        GSetPush(&set, a + i);
    GSetIterForward iter = GSetIterForwardCreateStatic(&set);
    GSetIterStep(&iter);
    if (GSetIterRemoveElem(&iter) == false) {
        GSetErr->_type = PBErrTypeUnitTestFailed;
        sprintf(GSetErr->_msg, "UnitTestGSetIteratorForwardRemoveElem NOK");
        PBErrCatch(GSetErr);
    }
    if (GSetNbElem(&set) != 2) {
        GSetErr->_type = PBErrTypeUnitTestFailed;
        sprintf(GSetErr->_msg, "UnitTestGSetIteratorForwardRemoveElem NOK");
        PBErrCatch(GSetErr);
    }
    if (iter._curElem != set._head->_next) {
        GSetErr->_type = PBErrTypeUnitTestFailed;
        sprintf(GSetErr->_msg, "UnitTestGSetIteratorForwardRemoveElem NOK");
        PBErrCatch(GSetErr);
    }
    if (GSetIterRemoveElem(&iter) == true) {
        GSetErr->_type = PBErrTypeUnitTestFailed;
        sprintf(GSetErr->_msg, "UnitTestGSetIteratorForwardRemoveElem NOK");
        PBErrCatch(GSetErr);
    }
    if (GSetNbElem(&set) != 1) {
        GSetErr->_type = PBErrTypeUnitTestFailed;
        sprintf(GSetErr->_msg, "UnitTestGSetIteratorForwardRemoveElem NOK");
        PBErrCatch(GSetErr);
    }
    GSetFlush(&set);
    printf("UnitTestGSetIteratorForwardRemoveElem OK\n");
}

void UnitTestGSetIteratorForward() {
    UnitTestGSetIteratorForwardCreateFree();
    UnitTestGSetIteratorForwardClone();
    UnitTestGSetIteratorForwardReset();
    UnitTestGSetIteratorForwardStepGetGetElem();
    UnitTestGSetIteratorForwardApply();
    UnitTestGSetIteratorForwardIsFirstIsLast();
    UnitTestGSetIteratorForwardSet();
    UnitTestGSetIteratorForwardRemoveElem();
    printf("UnitTestGSetIteratorForward OK\n");
}

void UnitTestGSetIteratorBackwardCreateFree() {
    int a[5] = {1, 2, 3, 4, 5};
    GSet set = GSetCreateStatic();
    for (int i = 5; i--;)
        GSetPush(&set, a + i);
    GSetIterBackward* iter = GSetIterBackwardCreate(&set);
    if (iter->_set != &set || iter->_curElem != set._tail) {
        GSetErr->_type = PBErrTypeUnitTestFailed;
        sprintf(GSetErr->_msg, "UnitTestGSetIteratorBackwardCreateFree NOK");
        PBErrCatch(GSetErr);
    }
}

```



```

    }
    GSetIterFree(&iter);
    if (iter != NULL) {
        GSetErr->_type = PBErrTypeUnitTestFailed;
        sprintf(GSetErr->_msg, "iter is not NULL after free");
        PBErrCatch(GSetErr);
    }
    GSetIterBackward iterb = GSetIterBackwardCreateStatic(&set);
    if (iterb._set != &set || iterb._curElem != set._tail) {
        GSetErr->_type = PBErrTypeUnitTestFailed;
        sprintf(GSetErr->_msg, "UnitTestGSetIteratorBackwardCreateFree NOK");
        PBErrCatch(GSetErr);
    }
    GSetFlush(&set);
    printf("UnitTestGSetIteratorBackwardCreateFree OK\n");
}

void UnitTestGSetIteratorBackwardClone() {
    int a[5] = {1, 2, 3, 4, 5};
    GSet set = GSetCreateStatic();
    for (int i = 5; i--;)
        GSetPush(&set, a + i);
    GSetIterBackward iter = GSetIterBackwardCreateStatic(&set);
    GSetIterBackward* iterb = GSetIterClone(&iter);
    if (iter._set != iterb->_set || iter._curElem != iterb->_curElem) {
        GSetErr->_type = PBErrTypeUnitTestFailed;
        sprintf(GSetErr->_msg, "UnitTestGSetIteratorBackwardClone NOK");
        PBErrCatch(GSetErr);
    }
    GSetIterFree(&iterb);
    GSetFlush(&set);
    printf("UnitTestGSetIteratorBackwardClone OK\n");
}

void UnitTestGSetIteratorBackwardReset() {
    int a[5] = {1, 2, 3, 4, 5};
    GSet set = GSetCreateStatic();
    for (int i = 5; i--;)
        GSetPush(&set, a + i);
    GSetIterBackward iter = GSetIterBackwardCreateStatic(&set);
    GSetIterStep(&iter);
    GSetIterReset(&iter);
    if (iter._curElem != set._tail) {
        GSetErr->_type = PBErrTypeUnitTestFailed;
        sprintf(GSetErr->_msg, "UnitTestGSetIteratorBackwardReset NOK");
        PBErrCatch(GSetErr);
    }
    GSetFlush(&set);
    printf("UnitTestGSetIteratorBackwardReset OK\n");
}

void UnitTestGSetIteratorBackwardStepGetElem() {
    int a[5] = {1, 2, 3, 4, 5};
    GSet set = GSetCreateStatic();
    for (int i = 5; i--;)
        GSetPush(&set, a + i);
    GSetIterBackward iter = GSetIterBackwardCreateStatic(&set);
    GSetElem* elem = set._tail->_prev;
    GSetIterStep(&iter);
    if (iter._curElem != elem) {
        GSetErr->_type = PBErrTypeUnitTestFailed;
        sprintf(GSetErr->_msg, "GSetIterStep NOK");
    }
}

```

```

        PBErCatch(GSetErr);
    }
    if (GSetIterGetElem(&iter) != elem) {
        GSetErr->_type = PBErTypeUnitTestFailed;
        sprintf(GSetErr->_msg, "GSetIterGetElem NOK");
        PBErCatch(GSetErr);
    }
    if (GSetIterGet(&iter) != a + 3) {
        GSetErr->_type = PBErTypeUnitTestFailed;
        sprintf(GSetErr->_msg, "GSetIterGet NOK");
        PBErCatch(GSetErr);
    }
    GSetIterStepBack(&iter);
    if (iter._curElem != set._tail) {
        GSetErr->_type = PBErTypeUnitTestFailed;
        sprintf(GSetErr->_msg, "GSetIterStepBack NOK");
        PBErCatch(GSetErr);
    }
    GSetFlush(&set);
    printf("UnitTestGSetIteratorBackwardStepGetGetElem OK\n");
}

void UnitTestGSetIteratorBackwardApply() {
    int a[5] = {1, 2, 3, 4, 5};
    GSet set = GSetCreateStatic();
    for (int i = 5; i--;)
        GSetPush(&set, a + i);
    GSetIterBackward iter = GSetIterBackwardCreateStatic(&set);
    GSetIterApply(&iter, &FunInc, NULL);
    for (int i = 5; i--;)
        if (a[i] != i + 2) {
            GSetErr->_type = PBErTypeUnitTestFailed;
            sprintf(GSetErr->_msg, "UnitTestGSetIteratorBackwardApply NOK");
            PBErCatch(GSetErr);
        }
    GSetFlush(&set);
    printf("UnitTestGSetIteratorBackwardApply OK\n");
}

void UnitTestGSetIteratorBackwardIsFirstIsLast() {
    int a[3] = {1, 2, 3};
    GSet set = GSetCreateStatic();
    for (int i = 3; i--;)
        GSetPush(&set, a + i);
    GSetIterBackward iter = GSetIterBackwardCreateStatic(&set);
    if (GSetIterIsFirst(&iter) == false || GSetIterIsLast(&iter) == true) {
        GSetErr->_type = PBErTypeUnitTestFailed;
        sprintf(GSetErr->_msg,
            "UnitTestGSetIteratorBackwardIsFirstIsLast NOK");
        PBErCatch(GSetErr);
    }
    GSetIterStep(&iter);
    if (GSetIterIsFirst(&iter) == true || GSetIterIsLast(&iter) == true) {
        GSetErr->_type = PBErTypeUnitTestFailed;
        sprintf(GSetErr->_msg,
            "UnitTestGSetIteratorBackwardIsFirstIsLast NOK");
        PBErCatch(GSetErr);
    }
    GSetIterStep(&iter);
    if (GSetIterIsFirst(&iter) == true || GSetIterIsLast(&iter) == false) {
        GSetErr->_type = PBErTypeUnitTestFailed;
        sprintf(GSetErr->_msg,

```

```

        "UnitTestGSetIteratorBackwardIsFirstIsLast NOK");
    PBErrCatch(GSetErr);
}
GSetFlush(&set);
printf("UnitTestGSetIteratorBackwardIsFirstIsLast OK\n");
}

void UnitTestGSetIteratorBackwardSet() {
    int a[3] = {1, 2, 3};
    GSet set = GSetCreateStatic();
    for (int i = 3; i--;)
        GSetPush(&set, a + i);
    int b[3] = {1, 2, 3};
    GSet setb = GSetCreateStatic();
    for (int i = 3; i--;)
        GSetPush(&setb, b + i);
    GSetIterBackward iter = GSetIterBackwardCreateStatic(&set);
    GSetIterSetGSet(&iter, &setb);
    if (iter._set != &setb || iter._curElem != setb._tail) {
        GSetErr->_type = PBErrTypeUnitTestFailed;
        sprintf(GSetErr->_msg, "GSetIterSetGSet NOK");
        PBErrCatch(GSetErr);
    }
    char c = ' ';
    GSetIterSetData(&iter, &c);
    if (GSetIterGet(&iter) != &c) {
        GSetErr->_type = PBErrTypeUnitTestFailed;
        sprintf(GSetErr->_msg, "GSetIterSetData NOK");
        PBErrCatch(GSetErr);
    }
    GSetFlush(&set);
    GSetFlush(&setb);
    printf("UnitTestGSetIteratorBackwardSet OK\n");
}

void UnitTestGSetIteratorBackwardRemoveElem() {
    int a[3] = {1, 2, 3};
    GSet set = GSetCreateStatic();
    for (int i = 3; i--;)
        GSetPush(&set, a + i);
    GSetIterBackward iter = GSetIterBackwardCreateStatic(&set);
    GSetIterStep(&iter);
    if (GSetIterRemoveElem(&iter) == false) {
        GSetErr->_type = PBErrTypeUnitTestFailed;
        sprintf(GSetErr->_msg, "UnitTestGSetIteratorBackwardRemoveElem NOK");
        PBErrCatch(GSetErr);
    }
    if (GSetNbElem(&set) != 2) {
        GSetErr->_type = PBErrTypeUnitTestFailed;
        sprintf(GSetErr->_msg, "UnitTestGSetIteratorBackwardRemoveElem NOK");
        PBErrCatch(GSetErr);
    }
    if (iter._curElem != set._head) {
        GSetErr->_type = PBErrTypeUnitTestFailed;
        sprintf(GSetErr->_msg, "UnitTestGSetIteratorBackwardRemoveElem NOK");
        PBErrCatch(GSetErr);
    }
    if (GSetIterRemoveElem(&iter) == true) {
        GSetErr->_type = PBErrTypeUnitTestFailed;
        sprintf(GSetErr->_msg, "UnitTestGSetIteratorBackwardRemoveElem NOK");
        PBErrCatch(GSetErr);
    }
}

```

```

    if (GSetNbElem(&set) != 1) {
        GSetErr->_type = PBErrTypeUnitTestFailed;
        sprintf(GSetErr->_msg, "UnitTestGSetIteratorBackwardRemoveElem NOK");
        PBErrCatch(GSetErr);
    }
    GSetFlush(&set);
    printf("UnitTestGSetIteratorBackwardRemoveElem OK\n");
}

void UnitTestGSetIteratorBackward() {
    UnitTestGSetIteratorBackwardCreateFree();
    UnitTestGSetIteratorBackwardClone();
    UnitTestGSetIteratorBackwardReset();
    UnitTestGSetIteratorBackwardStepGetGetElem();
    UnitTestGSetIteratorBackwardApply();
    UnitTestGSetIteratorBackwardIsFirstIsLast();
    UnitTestGSetIteratorBackwardSet();
    printf("UnitTestGSetIteratorBackward OK\n");
}

void UnitTestSpeedShuffle() {
    GSet set = GSetCreateStatic();
    long setSizeMin = 100;
    long setSizeMax = 10000;
    int nbRun = 100;
    printf("Start speed test for shuffling algorithms\n\n");
    for (long setSize = setSizeMin; setSize <= setSizeMax; setSize *= 2) {
        for (long i = setSize; i--;)
            GSetPush(&set, i);
        /*for (int run = 10; run--;) {
            GSetShuffle(&set);
            GSetShuffleA(&set);
            GSetShuffleB(&set);
            GSetShuffleC(&set);
        }*/
        clock_t clockBefore = clock();
        for (int run = nbRun; run--;)
            GSetShuffleA(&set);
        clock_t clockAfter = clock();
        float delayMsA = 1.0 / ((double)nbRun * ((double)(clockAfter - clockBefore)) /
            CLOCKS_PER_SEC * 1000.0;
        printf("Delay to shuffle %ld elements with GSetShuffleA: %fms\n",
            setSize, delayMsA);
        clockBefore = clock();
        for (int run = nbRun; run--;)
            GSetShuffleB(&set);
        clockAfter = clock();
        float delayMsB = 1.0 / ((double)nbRun * ((double)(clockAfter - clockBefore)) /
            CLOCKS_PER_SEC * 1000.0;
        printf("Delay to shuffle %ld elements with GSetShuffleB: %fms\n",
            setSize, delayMsB);
        clockBefore = clock();
        for (int run = nbRun; run--;)
            GSetShuffleC(&set);
        clockAfter = clock();
        float delayMsC = 1.0 / ((double)nbRun * ((double)(clockAfter - clockBefore)) /
            CLOCKS_PER_SEC * 1000.0;
        printf("Delay to shuffle %ld elements with GSetShuffleC: %fms\n",
            setSize, delayMsC);
        clockBefore = clock();
        for (int run = nbRun; run--;)
            GSetShuffle(&set);
    }
}

```

```

        clockAfter = clock();
        float delayMs = 1.0 / ((double)nbRun) * ((double)(clockAfter - clockBefore)) /
            CLOCKS_PER_SEC * 1000.0;
        printf("Delay to shuffle %ld elements with GSetShuffle: %fms\n",
            setSize, delayMs);
        printf("\n");
        if (delayMs > 1.1 * MIN(delayMsA, MIN(delayMsB, delayMsC))) {
            GSetErr->_type = PBErrTypeUnitTestFailed;
            sprintf(GSetErr->_msg, "UnitTestSpeedShuffle NOK");
            PBErrCatch(GSetErr);
        }
        GSetFlush(&set);
    }
    printf("UnitTestSpeedShuffle OK\n");
}

void UnitTestGSetJump() {
    GSet set = GSetCreateStatic();
    const long nb = 100000;
    long check[nb];
    for (long i = 0; i < nb; ++i) {
        check[i] = i;
        GSetAppend(&set, check + i);
    }
    clock_t clockBefore = clock();
    for (long i = 0; i < nb; ++i) {
        long* v = GSetGet(&set, i);
        if (*v != check[i]) {
            GSetErr->_type = PBErrTypeUnitTestFailed;
            sprintf(GSetErr->_msg, "GSetGet NOK");
            PBErrCatch(GSetErr);
        }
    }
    clock_t clockAfter = clock();
    float delayMsA = ((double)(clockAfter - clockBefore)) /
        CLOCKS_PER_SEC * 1000.0;
    clockBefore = clock();
    (void)GSetGet(&set, 0);
    for (long i = 0; i < nb; ++i) {
        long* v = GSetGetJump(&set, i);
        if (*v != check[i]) {
            GSetErr->_type = PBErrTypeUnitTestFailed;
            sprintf(GSetErr->_msg, "GSetGetJump NOK");
            PBErrCatch(GSetErr);
        }
    }
    clockAfter = clock();
    float delayMsB = ((double)(clockAfter - clockBefore)) /
        CLOCKS_PER_SEC * 1000.0;
    printf("Delay to access %ld elements with GSet: %fms\n",
        nb, delayMsA);
    printf("Delay to access %ld elements with GSetJump: %fms\n",
        nb, delayMsB);
    if (delayMsA < 1.1 * delayMsB) {
        GSetErr->_type = PBErrTypeUnitTestFailed;
        sprintf(GSetErr->_msg, "GSetGetJump NOK");
        PBErrCatch(GSetErr);
    }
    GSetFlush(&set);
    printf("UnitTestGSetJump OK\n");
}

```

```

void UnitTestAll() {
    UnitTestGSetElem();
    UnitTestGSet();
    UnitTestGSetIteratorForward();
    UnitTestGSetIteratorBackward();
    UnitTestSpeedShuffle();
    UnitTestGSetJump();
    printf("UnitTestAll OK\n");
}

int main() {
    UnitTestAll();
    // Return success code
    return 0;
}

```

## 5 Unit tests output

```

UnitTestGSetElemGetSet OK
UnitTestGSetElem OK
UnitTestGSetCreateFree OK
UnitTestGSetClone OK
UnitTestGSetFlush OK
1, 2, 3, 4, 5
UnitTestGSetPrint OK
5
4, 5
3, 4, 5
2, 3, 4, 5
1, 2, 3, 4, 5
2, 3, 4, 5
3, 4, 5
4, 5
5

5
5, 4
5, 4, 3
5, 4, 3, 2
5, 4, 3, 2, 1
5, 4, 3, 2
5, 4, 3
5, 4
5

UnitTestGSetPushPopAppendDrop OK
UnitTestGSetAddSort OK
UnitTestGSetInsertRemove OK
UnitTestGSetNbElemGet OK
UnitTestGSetGetIndex OK
UnitTestGSetSort OK
Min/Avg/Max time to sort 1000000 elements: 661.1/1044.2/1174.4ms
For comparison, using qsort on an array of 1000000 floats:
    Min/Avg/Max time : 115.2/137.0/332.0ms
UnitTestGSetSortBig OK
UnitTestGSetSplitMerge OK
UnitTestGSetSwitch OK
UnitTestGSetMoveElem OK

```

```

UnitTestGSetMergeSet OK
UnitTestGSetMergeSet OK
UnitTestGSetShuffle OK
UnitTestGSet OK
UnitTestGSetIteratorForwardCreateFree OK
UnitTestGSetIteratorForwardClone OK
UnitTestGSetIteratorForwardReset OK
UnitTestGSetIteratorForwardStepGetGetElem OK
UnitTestGSetIteratorForwardApply OK
UnitTestGSetIteratorForwardIsFirstIsLast OK
UnitTestGSetIteratorForwardSet OK
UnitTestGSetIteratorForwardRemoveElem OK
UnitTestGSetIteratorForward OK
UnitTestGSetIteratorBackwardCreateFree OK
UnitTestGSetIteratorBackwardClone OK
UnitTestGSetIteratorBackwardReset OK
UnitTestGSetIteratorBackwardStepGetGetElem OK
UnitTestGSetIteratorBackwardApply OK
UnitTestGSetIteratorBackwardIsFirstIsLast OK
UnitTestGSetIteratorBackwardSet OK
UnitTestGSetIteratorBackward OK
Start speed test for shuffling algorithms

Delay to shuffle 100 elements with GSetShuffleA: 0.018280ms
Delay to shuffle 100 elements with GSetShuffleB: 0.005320ms
Delay to shuffle 100 elements with GSetShuffleC: 0.009840ms
Delay to shuffle 100 elements with GSetShuffle: 0.005250ms

Delay to shuffle 200 elements with GSetShuffleA: 0.040440ms
Delay to shuffle 200 elements with GSetShuffleB: 0.015520ms
Delay to shuffle 200 elements with GSetShuffleC: 0.034680ms
Delay to shuffle 200 elements with GSetShuffle: 0.015540ms

Delay to shuffle 400 elements with GSetShuffleA: 0.090000ms
Delay to shuffle 400 elements with GSetShuffleB: 0.052910ms
Delay to shuffle 400 elements with GSetShuffleC: 0.132050ms
Delay to shuffle 400 elements with GSetShuffle: 0.053250ms

Delay to shuffle 800 elements with GSetShuffleA: 0.198960ms
Delay to shuffle 800 elements with GSetShuffleB: 0.301050ms
Delay to shuffle 800 elements with GSetShuffleC: 0.767300ms
Delay to shuffle 800 elements with GSetShuffle: 0.199880ms

Delay to shuffle 1600 elements with GSetShuffleA: 0.433220ms
Delay to shuffle 1600 elements with GSetShuffleB: 2.049560ms
Delay to shuffle 1600 elements with GSetShuffleC: 4.537180ms
Delay to shuffle 1600 elements with GSetShuffle: 0.434320ms

Delay to shuffle 3200 elements with GSetShuffleA: 0.945110ms
Delay to shuffle 3200 elements with GSetShuffleB: 10.385190ms
Delay to shuffle 3200 elements with GSetShuffleC: 21.993650ms
Delay to shuffle 3200 elements with GSetShuffle: 0.951680ms

Delay to shuffle 6400 elements with GSetShuffleA: 2.109740ms
Delay to shuffle 6400 elements with GSetShuffleB: 60.087730ms
Delay to shuffle 6400 elements with GSetShuffleC: 147.022751ms
Delay to shuffle 6400 elements with GSetShuffle: 2.112940ms

UnitTestSpeedShuffle OK
Delay to access 100000 elements with GSet: 17141.695312ms
Delay to access 100000 elements with GSetJump: 0.313000ms
UnitTestGSetJump OK

```

UnitTestAll OK