

GSet

P. Baillehache

March 5, 2018

Contents

1	Interface	2
2	Code	17
2.1	gset.c	17
2.2	gset-inline.c	24
3	Makefile	44
4	Unit tests	44
5	Unit tests output	60

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 and sort the set.

The library provides also a GSetVecFloat structure with same interface as a GSet but whose contents is restrained to VecFloat 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 "pberr.h"

// ===== 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
    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
    int _nbElem;
} 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
inline
#endif
GSet GSetCreateStatic(void);

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

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

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

// Return the number of element in the set
#if BUILDMODE != 0
inline
#endif
int _GSetNbElem(GSet* 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* that, FILE* stream,
    void(*printData)(void* data, FILE* stream), char* sep);

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

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

// Function to insert an element pointing toward 'data' at the
// tail of the GSet
#if BUILDMODE != 0
inline
#endif
void _GSetAppend(GSet* that, void* 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
inline
#endif
void* _GSetPop(GSet* 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
inline
#endif
void* _GSetDrop(GSet* 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
inline
#endif
void* _GSetRemove(GSet* that, int 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
inline
#endif
void* _GSetRemoveElem(GSet* 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
inline
#endif
void _GSetRemoveFirst(GSet* that, void* 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
inline
#endif
void _GSetRemoveLast(GSet* that, void* data);

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

// Function to get the data at the 'iElem'-th position of the GSet

```

```

// without removing it
#if BUILDMODE != 0
inline
#endif
void* _GSetGet(GSet* that, int iElem);

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

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

// Function to get the element at the 'iElem'-th position of the GSet
// without removing it
#if BUILDMODE != 0
inline
#endif
GSetElem* _GSetGetElem(GSet* that, int 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
inline
#endif
int _GSetGetIndexFirst(GSet* that, void* 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
inline
#endif
int _GSetGetIndexLast(GSet* that, void* 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
inline
#endif
GSetElem* _GSetGetFirstElem(GSet* that, void* 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
inline
#endif
GSetElem* _GSetGetLastElem(GSet* that, void* data);

// Function to sort the element of the gset in increasing order of
// _sortVal
void _GSetSort(GSet* 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
inline
#endif
void _GSetMerge(GSet* that, GSet* 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
inline
#endif
GSet* _GSetSplit(GSet* that, GSetElem* e);

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

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

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

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

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

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

```

```

inline
#endif
GSetIterBackward _GSetIterBackwardCreateStatic(GSet* 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(GSetIterForward* that);

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

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

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

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

// Step the GSetIterBackward
// Return false if we couldn't step
// Return true else
#if BUILDMODE != 0
inline
#endif
bool GSetIterBackwardStep(GSetIterBackward* 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
inline
#endif
void GSetIterForwardApply(GSetIterForward* 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
inline
#endif
void GSetIterBackwardApply(GSetIterBackward* 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
inline
#endif
bool GSetIterForwardIsFirst(GSetIterForward* 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
inline
#endif
bool GSetIterBackwardIsFirst(GSetIterBackward* 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
inline
#endif
bool GSetIterForwardIsLast(GSetIterForward* 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
inline
#endif
bool GSetIterBackwardIsLast(GSetIterBackward* that);

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

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

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

// Return the data currently pointed to by the iterator
#if BUILDMODE != 0
inline
#endif

```



```

void* GSetIterBackwardGet(GSetIterBackward* that);

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

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

// 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
inline
#endif
bool GSetIterForwardRemoveElem(GSetIterForward* 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
inline
#endif
bool GSetIterBackwardRemoveElem(GSetIterBackward* 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())
inline GSetVecFloat GSetVecFloatCreateStatic(void)
{GSetVecFloat ret = {._set=GSetCreateStatic()}; return ret;}
inline GSetVecFloat* GSetVecFloatClone(GSetVecFloat* that)
{return (GSetVecFloat*)GSetClone((GSet*)that);}
inline VecFloat* _GSetVecFloatGet(GSetVecFloat* that, int iElem)
{return (VecFloat*)_GSetGet((GSet*)that, iElem);}
inline VecFloat* _GSetVecFloatGetFirst(GSetVecFloat* that)
{return (VecFloat*)_GSetGetFirst((GSet*)that);}
inline VecFloat* _GSetVecFloatGetLast(GSetVecFloat* that)
{return (VecFloat*)_GSetGetLast((GSet*)that);}
inline VecFloat* _GSetVecFloatPop(GSetVecFloat* that)
{return (VecFloat*)_GSetPop((GSet*)that);}
inline VecFloat* _GSetVecFloatDrop(GSetVecFloat* that)

```

```

    {return (VecFloat*)_GSetDrop((GSet*)that);}
inline VecFloat* _GSetVecFloatRemove(GSetVecFloat* that, int iElem)
{return (VecFloat*)_GSetRemove((GSet*)that, iElem);}
inline VecFloat* _GSetVecFloatRemoveElem(GSetVecFloat* that,
GSetElem** elem)
{return (VecFloat*)_GSetRemoveElem((GSet*)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())
inline GSetVecShort GSetVecShortCreateStatic(void)
{GSetVecShort ret = {._set=GSetCreateStatic()}; return ret;}
inline GSetVecShort* GSetVecShortClone(GSetVecShort* that)
{return (GSetVecShort*)GSetClone((GSet*)that);}
inline VecShort* _GSetVecShortGet(GSetVecShort* that, int iElem)
{return (VecShort*)_GSetGet((GSet*)that, iElem);}
inline VecShort* _GSetVecShortGetFirst(GSetVecShort* that)
{return (VecShort*)_GSetGetFirst((GSet*)that);}
inline VecShort* _GSetVecShortGetLast(GSetVecShort* that)
{return (VecShort*)_GSetGetLast((GSet*)that);}
inline VecShort* _GSetVecShortPop(GSetVecShort* that)
{return (VecShort*)_GSetPop((GSet*)that);}
inline VecShort* _GSetVecShortDrop(GSetVecShort* that)
{return (VecShort*)_GSetDrop((GSet*)that);}
inline VecShort* _GSetVecShortRemove(GSetVecShort* that, int iElem)
{return (VecShort*)_GSetRemove((GSet*)that, iElem);}
inline VecShort* _GSetVecShortRemoveElem(GSetVecShort* that,
GSetElem** elem)
{return (VecShort*)_GSetRemoveElem((GSet*)that, elem);}

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

#define GSetFree(Set) _Generic(Set, \
    GSet**: _GSetFree, \
    GSetVecFloat**: _GSetFree, \
    GSetVecShort**: _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: 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), \
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), \
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: PBErInvalidPolymorphism), \
GSetVecShort*: _Generic(Data, \
    VecShort*: _GSetAppend, \
    VecShort2D*: _GSetAppend, \
    VecShort3D*: _GSetAppend, \
    VecShort4D*: _GSetAppend, \
    default: PBErInvalidPolymorphism), \
default: PBErInvalidPolymorphism)((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: PBErInvalidPolymorphism), \
GSetVecShort*: _Generic(Data, \
    VecShort*: _GSetRemoveFirst, \
    VecShort2D*: _GSetRemoveFirst, \

```

```

    VecShort3D*: _GSetRemoveFirst, \
    VecShort4D*: _GSetRemoveFirst, \
    default: PBErriInvalidPolymorphism), \
    default: PBErriInvalidPolymorphism)((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: PBErriInvalidPolymorphism), \
    GSetVecShort*: _Generic(Data, \
        VecShort*: _GSetRemoveLast, \
        VecShort2D*: _GSetRemoveLast, \
        VecShort3D*: _GSetRemoveLast, \
        VecShort4D*: _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), \
    default: PBErriInvalidPolymorphism)((GSet*)(Set), (void*)(Data))

#define GSetGetIndexFirst(Set, Data) _Generic(Set, \
    GSet*: _Generic(Data, \
        default: _GSetGetIndexFirst), \
    GSetVecFloat*: _Generic(Data, \
        VecFloat*: _GSetGetIndexFirst, \
        VecFloat2D*: _GSetGetIndexFirst, \
        VecFloat3D*: _GSetGetIndexFirst, \
        default: PBErriInvalidPolymorphism), \
    GSetVecShort*: _Generic(Data, \
        VecShort*: _GSetGetIndexFirst, \
        VecShort2D*: _GSetGetIndexFirst, \
        VecShort3D*: _GSetGetIndexFirst, \
        VecShort4D*: _GSetGetIndexFirst, \
        default: PBErriInvalidPolymorphism), \
    default: PBErriInvalidPolymorphism)((GSet*)(Set), (void*)(Data))

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

```

```

    VecShort*: _GSetGetIndexLast, \
    VecShort2D*: _GSetGetIndexLast, \
    VecShort3D*: _GSetGetIndexLast, \
    VecShort4D*: _GSetGetIndexLast, \
    default: PBErrInvalidPolymorphism), \
default: PBErrInvalidPolymorphism)((GSet*)(Set), (void*)(Data))

#define GSetGetFirstElem(Set, Data) _Generic(Set, \
    GSet*: _Generic(Data, \
        default: _GSetGetFirstElem), \
    GSetVecFloat*: _Generic(Data, \
        VecFloat*: _GSetGetFirstElem, \
        VecFloat2D*: _GSetGetFirstElem, \
        VecFloat3D*: _GSetGetFirstElem, \
        default: PBErrInvalidPolymorphism), \
    GSetVecShort*: _Generic(Data, \
        VecShort*: _GSetGetFirstElem, \
        VecShort2D*: _GSetGetFirstElem, \
        VecShort3D*: _GSetGetFirstElem, \
        VecShort4D*: _GSetGetFirstElem, \
        default: PBErrInvalidPolymorphism), \
default: PBErrInvalidPolymorphism)((GSet*)(Set), (void*)(Data))

#define GSetGetLastElem(Set, Data) _Generic(Set, \
    GSet*: _Generic(Data, \
        default: _GSetGetLastElem), \
    GSetVecFloat*: _Generic(Data, \
        VecFloat*: _GSetGetLastElem, \
        VecFloat2D*: _GSetGetLastElem, \
        VecFloat3D*: _GSetGetLastElem, \
        default: PBErrInvalidPolymorphism), \
    GSetVecShort*: _Generic(Data, \
        VecShort*: _GSetGetLastElem, \
        VecShort2D*: _GSetGetLastElem, \
        VecShort3D*: _GSetGetLastElem, \
        VecShort4D*: _GSetGetLastElem, \
        default: PBErrInvalidPolymorphism), \
default: PBErrInvalidPolymorphism)((GSet*)(Set), (void*)(Data))

#define GSetPrint(Set, Stream, Fun, Sep) _Generic(Set, \
    GSet*: _GSetPrint, \
    GSetVecFloat*: _GSetPrint, \
    GSetVecShort*: _GSetPrint, \
default: PBErrInvalidPolymorphism)((GSet*)(Set), Stream, Fun, Sep)

#define GSetFlush(Set) _Generic(Set, \
    GSet*: _GSetFlush, \
    GSetVecFloat*: _GSetFlush, \
    GSetVecShort*: _GSetFlush, \
default: PBErrInvalidPolymorphism)((GSet*)(Set))

#define GSetNbElem(Set) _Generic(Set, \
    GSet*: _GSetNbElem, \
    GSetVecFloat*: _GSetNbElem, \
    GSetVecShort*: _GSetNbElem, \
default: PBErrInvalidPolymorphism)((GSet*)(Set))

#define GSetPop(Set) _Generic(Set, \
    GSet*: _GSetPop, \
    GSetVecFloat*: _GSetVecFloatPop, \
    GSetVecShort*: _GSetVecShortPop, \
default: PBErrInvalidPolymorphism)(Set)

```

```

#define GSetDrop(Set) _Generic(Set, \
    GSet*: _GSetDrop, \
    GSetVecFloat*: _GSetVecFloatDrop, \
    GSetVecShort*: _GSetVecFloatDrop, \
    default: PBErrInvalidPolymorphism)(Set)

#define GSetRemove(Set, Pos) _Generic(Set, \
    GSet*: _GSetRemove, \
    GSetVecFloat*: _GSetVecFloatRemove, \
    GSetVecShort*: _GSetVecFloatRemove, \
    default: PBErrInvalidPolymorphism)((GSet*)(Set), Pos)

#define GSetRemoveElem(Set, Elem) _Generic(Set, \
    GSet*: _GSetRemoveElem, \
    GSetVecFloat*: _GSetVecFloatRemoveElem, \
    GSetVecShort*: _GSetVecFloatRemoveElem, \
    default: PBErrInvalidPolymorphism)((GSet*)(Set), Elem)

#define GSetGet(Set, Pos) _Generic(Set, \
    GSet*: _GSetGet, \
    GSetVecFloat*: _GSetVecFloatGet, \
    GSetVecShort*: _GSetVecFloatGet, \
    default: PBErrInvalidPolymorphism)(Set, Pos)

#define GSetGetFirst(Set) _Generic(Set, \
    GSet*: _GSetGetFirst, \
    GSetVecFloat*: _GSetVecFloatGetFirst, \
    GSetVecShort*: _GSetVecFloatGetFirst, \
    default: PBErrInvalidPolymorphism)(Set)

#define GSetGetLast(Set) _Generic(Set, \
    GSet*: _GSetGetLast, \
    GSetVecFloat*: _GSetVecFloatGetLast, \
    GSetVecShort*: _GSetVecFloatGetLast, \
    default: PBErrInvalidPolymorphism)(Set)

#define GSetGetElem(Set, Pos) _Generic(Set, \
    GSet*: _GSetGetElem, \
    GSetVecFloat*: _GSetGetElem, \
    GSetVecShort*: _GSetGetElem, \
    default: PBErrInvalidPolymorphism)((GSet*)(Set), Pos)

#define GSetSort(Set) _Generic(Set, \
    GSet*: _GSetSort, \
    GSetVecFloat*: _GSetSort, \
    GSetVecShort*: _GSetSort, \
    default: PBErrInvalidPolymorphism)((GSet*)(Set))

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

```

```

    GSetVecFloat*: _GSetMerge, \
    GSetVecShort*: _GSetMerge, \
    default: PBErrInvalidPolymorphism), \
default: PBErrInvalidPolymorphism)((GSet*)(IntoSet), \
    (GSet*)(MergedSet))

#define GSetSplit(Set, Elem) _Generic(Set, \
    GSet*: _GSetSplit, \
    GSetVecFloat*: _GSetSplit, \
    GSetVecShort*: _GSetSplit, \
    default: PBErrInvalidPolymorphism)((GSet*)(Set), Elem)

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

#define GSetAppendSortedSet(IntoSet, AppendSet) _Generic(IntoSet, \
    GSet*: _Generic(AppendSet, \
        GSet*: _GSetAppendSortedSet, \
        GSetVecFloat*: _GSetAppendSortedSet, \
        GSetVecShort*: _GSetAppendSortedSet, \
        default: PBErrInvalidPolymorphism), \
    GSetVecFloat*: _Generic(AppendSet, \
        GSet*: _GSetAppendSortedSet, \
        GSetVecFloat*: _GSetAppendSortedSet, \
        GSetVecShort*: _GSetAppendSortedSet, \
        default: PBErrInvalidPolymorphism), \
    GSetVecShort*: _Generic(AppendSet, \
        GSet*: _GSetAppendSortedSet, \
        GSetVecFloat*: _GSetAppendSortedSet, \
        GSetVecShort*: _GSetAppendSortedSet, \
        default: PBErrInvalidPolymorphism), \
    default: PBErrInvalidPolymorphism)((GSet*)(IntoSet), \
    (GSet*)(AppendSet))

#define GSetSwitch(Set, PosA, PosB) _Generic(Set, \
    GSet*: _GSetSwitch, \
    GSetVecFloat*: _GSetSwitch, \
    GSetVecShort*: _GSetSwitch, \
    default: PBErrInvalidPolymorphism)((GSet*)(Set), PosA, PosB)

#define GSetMoveElem(Set, From, To) _Generic(Set, \
    GSet*: _GSetMoveElem, \
    GSetVecFloat*: _GSetMoveElem, \
    GSetVecShort*: _GSetMoveElem, \
    default: PBErrInvalidPolymorphism)((GSet*)(Set), From, To)

```

```

#define GSetIterForwardCreate(Set) _Generic(Set, \
    GSet*: _GSetIterForwardCreate, \
    GSetVecFloat*: _GSetIterForwardCreate, \
    GSetVecShort*: _GSetIterForwardCreate, \
    default: PBErrInvalidPolymorphism)((GSet*)(Set))

#define GSetIterForwardCreateStatic(Set) _Generic(Set, \
    GSet*: _GSetIterForwardCreateStatic, \
    GSetVecFloat*: _GSetIterForwardCreateStatic, \
    GSetVecShort*: _GSetIterForwardCreateStatic, \
    default: PBErrInvalidPolymorphism)((GSet*)(Set))

#define GSetIterBackwardCreate(Set) _Generic(Set, \
    GSet*: _GSetIterBackwardCreate, \
    GSetVecFloat*: _GSetIterBackwardCreate, \
    GSetVecShort*: _GSetIterBackwardCreate, \
    default: PBErrInvalidPolymorphism)((GSet*)(Set))

#define GSetIterBackwardCreateStatic(Set) _Generic(Set, \
    GSet*: _GSetIterBackwardCreateStatic, \
    GSetVecFloat*: _GSetIterBackwardCreateStatic, \
    GSetVecShort*: _GSetIterBackwardCreateStatic, \
    default: PBErrInvalidPolymorphism)((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 GSetIterApply(Iter, Fun, Param) _Generic(Iter, \
    GSetIterForward*: GSetIterForwardApply, \
    GSetIterBackward*: GSetIterBackwardApply, \
    default: PBErrInvalidPolymorphism)(Iter, Fun, Param)

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

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

#define GSetIterSetGSet(Iter, Set) _Generic(Iter, \
    GSetIterForward*: GSetIterForwardSetGSet, \
    GSetIterBackward*: GSetIterBackwardSetGSet, \

```



```

    default: PBErrInvalidPolymorphism)(Iter, Set)

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

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

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

// ===== 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

// ===== 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;
    // Return the new GSet
    return s;
}

// Function to clone a GSet,
// Return a pointer toward the new GSet
GSet* GSetClone(GSet* 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 = that->_head;
    // 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, ptr->_data);
        // Copy the sort value
        c->_tail->_sortVal = ptr->_sortVal;
        // Move the pointer to the next element
        ptr = ptr->_next;
    }
    // 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* that, FILE* stream,
    void(*printData)(void* data, FILE* stream), char* sep) {
    #if 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 = that->_head;
    // 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)(p->_data, stream);
    // Else, there is no print function for the data
} else {
    // Print the pointer value instead
    fprintf(stream, "%p", p->_data);
}
// Move to the next element
p = p->_next;
// 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* that, void* data, double v) {
#ifdef 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
    e->_data = data;
    // Memorize the sorting value
    e->_sortVal = 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;
        e->_next = NULL;
        e->_prev = NULL;
    } else {
        // Set a pointer to the head of the GSet
        GSetElem* p = that->_head;
        // While the pointed element has a lower value than the
        // new element, move the pointer to the next element
        while (p != NULL && p->_sortVal <= v)
            p = p->_next;
        // Set the next element of the new element to the current element
        e->_next = p;
        // If the current element is not null
        if (p != NULL) {
            // Insert the new element inside the list of elements before p
            e->_prev = p->_prev;
            if (p->_prev != NULL)
                p->_prev->_next = e;
            else
                that->_head = e;
            p->_prev = e;
        }
        // Else, if the current element is null
    } else {

```

```

        // Insert the new element at the tail of the GSet
        e->_prev = that->_tail;
        if (that->_tail != NULL)
            that->_tail->_next = e;
        that->_tail = e;
        if (that->_head == 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* that, void* data, int iElem) {
#ifdef BUILDMODE == 0
    if (that == NULL) {
        GSetErr->_type = PBErrTypeNullPointer;
        sprintf(GSetErr->_msg, "'that' is null");
        PBErrCatch(GSetErr);
    }
    if (iElem < 0) {
        GSetErr->_type = PBErrTypeInvalidArg;
        sprintf(GSetErr->_msg, "'iElem' is invalid (%d>=0)", iElem);
        PBErrCatch(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 (iElem == that->_nbElem) {
            // Append data
            GSetAppend(that, data);
        } else {
            // Else, the insert position is inside the list
            // Allocate memory for the new element
            GSetElem* e = PBErrMalloc(GSetErr, sizeof(GSetElem));
            // Memorize the pointer toward data
            e->_data = data;
            // By default set the sorting value to 0.0
            e->_sortVal = 0.0;
            // Set a pointer toward the head of the GSet
            GSetElem* p = that->_head;
            // Move the pointer to the iElem-th element
            for (int i = iElem; i > 0 && p != NULL; --i, p = p->_next);
            // Insert the element before the pointer
            e->_next = p;
            e->_prev = p->_prev;
            p->_prev = e;
        }
    }
}

```

```

        e->_prev->_next = 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* 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, the set contains several elements
    else {
        // 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();
        // Declare a variable to memorize the pivot, which is equal
        // to the sort value of the first element of the set
        float pivot = (*s)->_head->_sortVal;
        // Pop the pivot and put it in the result
        void* data = GSetPop(*s);
        GSetAppend(res, data);
        res->_head->_sortVal = 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 = (*s)->_head->_sortVal;
            // Pop the head element
            data = GSetPop(*s);
            // If the popped element has a sort value lower than the pivot

```

```

        if (val < pivot) {
            // Insert it in the lower set
            GSetAppend(lower, data);
            // Copy the sort value
            lower->_tail->_sortVal = val;
        }
        // Else, the popped element has a sort value greater than or
        // equal to the pivot
        } else {
            // Insert it in the greater set
            GSetAppend(greater, data);
            // Copy the sort value
            greater->_tail->_sortVal = 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* that, int iElem, int 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<=%d<%d)",
            iElem, GSetNbElem(that));
        PBErrCatch(GenBrushErr);
    }
    if (pos < 0 || pos >= GSetNbElem(that)) {
        GenBrushErr->_type = PBErrTypeInvalidArg;
        sprintf(GenBrushErr->_msg, "'pos' is invalid (0<=%d<%d)",
            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 mmoved element
GSetElem* elem = GSetGetElem(that, iElem);
//Declare two variables to memorize the sort value and data
// of the moved element
float sortVal = elem->_sortVal;
void* data = elem->_data;

```

```

    // Remove the moved element
    GSetRemove(that, iElem);
    // Insert new element
    GSetInsert(that, data, pos);
    // Get a pointer to the newly inserted element
    elem = GSetGetElem(that, pos);
    // Correct the sorted value with the original value
    elem->_sortVal = sortVal;
}

// Create a new GSetIterForward for the GSet 'set'
// The iterator is reset upon creation
GSetIterForward* _GSetIterForwardCreate(GSet* set) {
#ifdef 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 = set->_head;
    // Return the new iterator
    return ret;
}

// Create a new GSetIterBackward for the GSet 'set'
// The iterator is reset upon creation
GSetIterBackward* _GSetIterBackwardCreate(GSet* set) {
#ifdef 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(GSetIterForward* that) {
#ifdef BUILDMODE == 0
    if (that == NULL) {
        GSetErr->_type = PErrTypeNullPointer;
        sprintf(GSetErr->_msg, "'that' is null");
        PErrCatch(GSetErr);
    }
#endif
    // Create the clone
    GSetIterForward* ret = GSetIterForwardCreate(that->_set);
    ret->_curElem = that->_curElem;
    // return the clone
    return ret;
}

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

```

2.2 gset-inline.c

```

// ***** GSET-INLINE.C *****

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

// Static constructors for GSet
#ifdef BUILDMODE != 0
inline
#endif
GSet GSetCreateStatic(void) {
    // Declare a GSet and set the properties
    GSet s = {._head = NULL, ._tail = NULL, ._nbElem = 0};
    // Return the GSet
    return s;
}

```



```

}

// Function to empty the GSet
#if BUILDMODE != 0
inline
#endif
void _GSetFlush(GSet* 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
inline
#endif
void _GSetPush(GSet* that, void* 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
    e->_data = data;
    // By default set the sorting value to 0.0
    e->_sortVal = 0.0;
    // Add the element at the head of the GSet
    e->_prev = NULL;
    if (that->_head != NULL)
        that->_head->_prev = e;
    e->_next = that->_head;
    that->_head = e;
    if (that->_tail == 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
inline
#endif
void _GSetAppend(GSet* that, void* data) {
#if BUILDMODE == 0
    if (that == NULL) {
        GSetErr->_type = PBErrTypeNullPointer;
        sprintf(GSetErr->_msg, "'that' is null");
        PBErrCatch(GSetErr);
    }
}

```

```

#endif
    GSetElem* e = PBErrMalloc(GSetErr, sizeof(GSetElem));
    if (e != NULL) {
        e->_data = data;
        e->_sortVal = 0.0;
        e->_prev = that->_tail;
        e->_next = NULL;
        if (that->_tail != NULL)
            that->_tail->_next = e;
        that->_tail = e;
        if (that->_head == 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
inline
#endif
void* _GSetPop(GSet* that) {
    if BUILDMODE == 0
        if (that == NULL) {
            GSetErr->_type = PBErrTypeNullPointer;
            sprintf(GSetErr->_msg, "'that' is null");
            PBErrCatch(GSetErr);
        }
    #endif
    void* ret = NULL;
    GSetElem* p = that->_head;
    if (p != NULL) {
        ret = p->_data;
        that->_head = p->_next;
        if (p->_next != NULL)
            p->_next->_prev = NULL;
        p->_next = NULL;
        p->_data = NULL;
        if (that->_tail == 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
inline
#endif
void* _GSetDrop(GSet* that) {
    if BUILDMODE == 0
        if (that == NULL) {
            GSetErr->_type = PBErrTypeNullPointer;
            sprintf(GSetErr->_msg, "'that' is null");
            PBErrCatch(GSetErr);
        }
    #endif
    void* ret = NULL;

```

```

GSetElem* p = that->_tail;
if (p != NULL) {
    ret = p->_data;
    that->_tail = p->_prev;
    if (p->_prev != NULL)
        p->_prev->_next = NULL;
    p->_prev = NULL;
    p->_data = NULL;
    if (that->_head == 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
inline
#endif
void* _GSetRemoveElem(GSet* 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 = (*elem)->_data;
    // Remove the element
    if ((*elem)->_next != NULL)
        (*elem)->_next->_prev = (*elem)->_prev;
    if ((*elem)->_prev != NULL)
        (*elem)->_prev->_next = (*elem)->_next;
    if (that->_head == (*elem))
        that->_head = (*elem)->_next;
    if (that->_tail == (*elem))
        that->_tail = (*elem)->_prev;
    (*elem)->_next = NULL;
    (*elem)->_prev = NULL;
    (*elem)->_data = 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
inline
#endif
void _GSetRemoveFirst(GSet* that, void* data) {
#if BUILDMODE == 0
    if (that == NULL) {
        GSetErr->_type = PErrTypeNullPointer;
        sprintf(GSetErr->_msg, "'that' is null");
        PErrCatch(GSetErr);
    }
#endif
    // Get the first element pointing to 'data'
    GSetElem* elem = GSetGetFirstElem(that, data);
    // If we could find an element
    if (elem != NULL)
        // Remove this element
        while (GSetRemoveElem(that, &elem) && false);
}

// 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
inline
#endif
void _GSetRemoveLast(GSet* that, void* data) {
#if BUILDMODE == 0
    if (that == NULL) {
        GSetErr->_type = PErrTypeNullPointer;
        sprintf(GSetErr->_msg, "'that' is null");
        PErrCatch(GSetErr);
    }
#endif
    // Get the last element pointing to 'data'
    GSetElem* elem = GSetGetLastElem(that, data);
    // If we could find an element
    if (elem != NULL)
        // Remove this element
        while (GSetRemoveElem(that, &elem) && false);
}

// 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
inline
#endif
void* _GSetRemove(GSet* that, int iElem) {
#if BUILDMODE == 0
    if (that == NULL) {
        GSetErr->_type = PErrTypeNullPointer;
        sprintf(GSetErr->_msg, "'that' is null");
        PErrCatch(GSetErr);
    }
    if (iElem < 0 || iElem >= that->_nbElem) {
        GSetErr->_type = PErrTypeNullPointer;
        sprintf(GSetErr->_msg, "'iElem' is invalid (0<=%d<%d)",
            iElem, that->_nbElem);
        PErrCatch(GSetErr);
    }
}

```

```

#endif
// Variable to memorize the return value
void* ret = NULL;
// Set a pointer to the head of the Gset
GSetElem* p = that->_head;
// Move the pointer to the iElem-th element
for (int i = iElem; i > 0 && p != NULL; --i, p = p->_next);
// Memorize the data at iElem-th position
ret = p->_data;
// Remove the element
if (p->_next != NULL)
    p->_next->_prev = p->_prev;
if (p->_prev != NULL)
    p->_prev->_next = p->_next;
if (that->_head == p)
    that->_head = p->_next;
if (that->_tail == p)
    that->_tail = p->_prev;
p->_next = NULL;
p->_prev = NULL;
p->_data = NULL;
free(p);
// Decrement the number of elements
--(that->_nbElem);
// Return the data
return ret;
}

// Function to remove all the selement of the GSet pointing to 'data'
// Do nothing if arguments are invalid
#if BUILDMODE != 0
inline
#endif
void _GSetRemoveAll(GSet* that, void* 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 = that->_tail;
// Loop on elements until we reached the head of the list
while (p != NULL) {
    // If the element points toward data
    if (p->_data == data) {
        // Memorize the previous element before deleting
        GSetElem* prev = p->_prev;
        // Remove the element
        GSetRemoveElem(that, &p);
        // Continue with previous element
        p = prev;
    } else {
        // Else, the element doesn't point toward data
        // Continue with previous element
        p = p->_prev;
    }
}
}

// Function to get the data at the 'iElem'-th position of the GSet

```

```

// without removing it
#if BUILDMODE != 0
inline
#endif
void* _GSetGet(GSet* that, int 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<=%d<%d)",
            iElem, that->_nbElem);
        PBErrCatch(GSetErr);
    }
#endif
    // Set a pointer for the return value
    void* ret = NULL;
    // Get the iElem-th element
    GSetElem* e = GSetGetElem(that, iElem);
    // Get the data of the element
    ret = e->_data;
    // Return the data
    return ret;
}

// Function to get the data at first position of the GSet
// without removing it
#if BUILDMODE != 0
inline
#endif
void* _GSetGetFirst(GSet* that) {
#if BUILDMODE == 0
    if (that == NULL) {
        GSetErr->_type = PBErrTypeNullPointer;
        sprintf(GSetErr->_msg, "'that' is null");
        PBErrCatch(GSetErr);
    }
#endif
    // Set a pointer for the return value
    void* ret = that->_head->_data;
    // Return the data
    return ret;
}

// Function to get the data at last position of the GSet
// without removing it
#if BUILDMODE != 0
inline
#endif
void* _GSetGetLast(GSet* that) {
#if BUILDMODE == 0
    if (that == NULL) {
        GSetErr->_type = PBErrTypeNullPointer;
        sprintf(GSetErr->_msg, "'that' is null");
        PBErrCatch(GSetErr);
    }
#endif
    // Set a pointer for the return value
    void* ret = that->_tail->_data;

```

```

    // Return the data
    return ret;
}

// Function to get the element at the 'iElem'-th position of the GSet
// without removing it
#if BUILDMODE != 0
inline
#endif
GSetElem* _GSetGetElem(GSet* that, int iElem) {
#if BUILDMODE == 0
    if (that == NULL) {
        GSetErr->_type = PErrTypeNullPointer;
        sprintf(GSetErr->_msg, "'that' is null");
        PErrCatch(GSetErr);
    }
    if (iElem < 0 || iElem >= that->_nbElem) {
        GSetErr->_type = PErrTypeNullPointer;
        sprintf(GSetErr->_msg, "'iElem' is invalid (0<=%d<=%d)",
            iElem, that->_nbElem);
        PErrCatch(GSetErr);
    }
#endif
    // Set a pointer for the return value
    GSetElem* ret = NULL;
    // Set the pointer to the head of the GSet
    ret = that->_head;
    // Move to the next element iElem times
    for (int i = iElem; i > 0 && ret != NULL; --i, ret = ret->_next);
    // 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
inline
#endif
int _GSetGetIndexFirst(GSet* that, void* 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 = that->_head;
    // Set a variable to memorize index
    int index = 0;
    // Loop on elements until we have found the
    // requested data or reached the end of the list
    while (p != NULL && p->_data != data) {
        ++index;
        p = p->_next;
    }
    // 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
inline
#endif
int _GSetGetIndexLast(GSet* that, void* 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 = that->_tail;
    // Set a variable to memorize index
    int index = that->_nbElem - 1;
    // Loop on elements until we have found the
    // requested data or reached the head of the list
    while (p != NULL && p->_data != data) {
        --index;
        p = p->_prev;
    }
    // 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
inline
#endif
GSetElem* _GSetGetFirstElem(GSet* that, void* 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 = that->_head;
    // Loop on elements until we have found the
    // requested data or reached the end of the list
    while (p != NULL && p->_data != data)
        p = p->_next;
    // 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
inline
#endif
GSetElem* _GSetGetLastElem(GSet* that, void* 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 = that->_tail;
    // Loop on elements until we have found the
    // requested data or reached the end of the list
    while (p != NULL && p->_data != data)
        p = p->_prev;
    // 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
inline
#endif
void _GSetMerge(GSet* that, GSet* 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
    // 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));
            // Empty 'set'
            set->_head = NULL;
            set->_tail = NULL;
            set->_nbElem = 0;
        }
        // Else, if 'that' is not empty
        else {
            // Add 'set' to the tail of 'that'
            that->_tail->_next = set->_head;
            // Add 'that' to the head of 'set'
            set->_head->_prev = that->_tail;
            // Update the tail of 'that'
            that->_tail = set->_tail;
            // 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
inline
#endif
GSet* _GSetSplit(GSet* that, GSetElem* e) {
#if BUILDMODE == 0
    if (that == NULL) {
        GSetErr->_type = PBErrTypeNullPointer;
        sprintf(GSetErr->_msg, "'that' is null");
        PBErrCatch(GSetErr);
    }
    if (e == NULL) {
        GSetErr->_type = PBErrTypeNullPointer;
        sprintf(GSetErr->_msg, "'e' is null");
        PBErrCatch(GSetErr);
    }
#endif
    // Check that e is an element of that
    // Declare a variable to count element before e in that
    int nb = 0;
    // If e is not the head of that
    if (that->_head != e) {
        GSetElem* ptr = e;
        // While there is an element before e
        do {
            // Increment the number of element
            ++nb;
            // Move to the previous element
            ptr = ptr->_prev;
        } while (ptr != NULL && ptr != that->_head);
        // 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 = that->_tail;
    // Set the number of element of res
    res->_nbElem = that->_nbElem - nb;
    // Set the tail of s
    that->_tail = e->_prev;
    // 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
        that->_tail->_next = NULL;
}

```

```

    // Disconnect the head of res
    res->_head->_prev = NULL;
    // Return the result
    return res;
}

// Switch the 'iElem'-th and 'jElem'-th element of the set
#if BUILDMODE != 0
inline
#endif
void _GSetSwitch(GSet* that, int iElem, int 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<=%d<%d)",
            iElem, that->_nbElem);
        PBErrCatch(GSetErr);
    }
    if (jElem < 0 || jElem >= that->_nbElem) {
        GSetErr->_type = PBErrTypeNullPointer;
        sprintf(GSetErr->_msg, "'jElem' is invalid (0<=%d<%d)",
            jElem, that->_nbElem);
        PBErrCatch(GSetErr);
    }
}
#endif
    // Get the two elements
    GSetElem* iPtr = GSetGetElem(that, iElem);
    GSetElem* jPtr = GSetGetElem(that, jElem);
    // Switch the elements
    float v = iPtr->_sortVal;
    iPtr->_sortVal = jPtr->_sortVal;
    jPtr->_sortVal = v;
    void* dat = iPtr->_data;
    iPtr->_data = jPtr->_data;
    jPtr->_data = dat;
}

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

// Create a new GSetIterForward for the GSet 'set'
// The iterator is reset upon creation
#if BUILDMODE != 0
inline
#endif

```

```

GSetIterForward _GSetIterForwardCreateStatic(GSet* set) {
#if BUILDMODE == 0
    if (set == NULL) {
        GSetErr->_type = PErrTypeNullPointer;
        sprintf(GSetErr->_msg, "'set' is null");
        PErrCatch(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
inline
#endif
GSetIterBackward _GSetIterBackwardCreateStatic(GSet* set) {
#if BUILDMODE == 0
    if (set == NULL) {
        GSetErr->_type = PErrTypeNullPointer;
        sprintf(GSetErr->_msg, "'set' is null");
        PErrCatch(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
inline
#endif
void GSetIterForwardReset(GSetIterForward* that) {
#if BUILDMODE == 0
    if (that == NULL) {
        GSetErr->_type = PErrTypeNullPointer;
        sprintf(GSetErr->_msg, "'that' is null");
        PErrCatch(GSetErr);
    }
#endif
    // Reset
    that->_curElem = that->_set->_head;
}

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

```

```

#endif
    // Reset
    that->_curElem = that->_set->_tail;
}

// Step the GSetIterForward
// Return false if arguments are invalid or we couldn't step
// Return true else
#if BUILDMODE != 0
inline
#endif
bool GSetIterForwardStep(GSetIterForward* that) {
    #if BUILDMODE == 0
        if (that == NULL) {
            GSetErr->_type = PBErrTypeNullPointer;
            sprintf(GSetErr->_msg, "'that' is null");
            PBErrCatch(GSetErr);
        }
    #endif
    // Step
    if (that->_curElem != NULL && that->_curElem->_next != NULL)
        that->_curElem = that->_curElem->_next;
    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
inline
#endif
bool GSetIterBackwardStep(GSetIterBackward* that) {
    #if BUILDMODE == 0
        if (that == NULL) {
            GSetErr->_type = PBErrTypeNullPointer;
            sprintf(GSetErr->_msg, "'that' is null");
            PBErrCatch(GSetErr);
        }
    #endif
    // Step
    if (that->_curElem != NULL && that->_curElem->_prev != NULL)
        that->_curElem = that->_curElem->_prev;
    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
inline
#endif
void GSetIterForwardApply(GSetIterForward* that,
    void(*fun)(void* data, void* param), void* param) {
    #if BUILDMODE == 0
        if (that == NULL) {

```

```

        GSetErr->_type = PBErrTypeNullPointer;
        sprintf(GSetErr->_msg, "'that' is null");
        PBErrCatch(GSetErr);
    }
    if (fun == NULL) {
        GSetErr->_type = PBErrTypeNullPointer;
        sprintf(GSetErr->_msg, "'fun' is null");
        PBErrCatch(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(that->_curElem->_data, param);
        } while (GSetIterStep(that) == true);
}

// 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
inline
#endif
void GSetIterBackwardApply(GSetIterBackward* that,
    void(*fun)(void* data, void* param), void* param) {
#if BUILDMODE == 0
    if (that == NULL) {
        GSetErr->_type = PBErrTypeNullPointer;
        sprintf(GSetErr->_msg, "'that' is null");
        PBErrCatch(GSetErr);
    }
    if (fun == NULL) {
        GSetErr->_type = PBErrTypeNullPointer;
        sprintf(GSetErr->_msg, "'fun' is null");
        PBErrCatch(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(that->_curElem->_data, 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
#if BUILDMODE != 0
inline
#endif
bool GSetIterForwardIsFirst(GSetIterForward* that) {

```

```

#if BUILDMODE == 0
    if (that == NULL) {
        GSetErr->_type = PBErrTypeNullPointer;
        sprintf(GSetErr->_msg, "'that' is null");
        PBErrCatch(GSetErr);
    }
#endif
    if (that->_curElem == that->_set->_head)
        return true;
    else
        return false;
}

// 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
    inline
#endif
bool GSetIterBackwardIsFirst(GSetIterBackward* that) {
#if BUILDMODE == 0
    if (that == NULL) {
        GSetErr->_type = PBErrTypeNullPointer;
        sprintf(GSetErr->_msg, "'that' is null");
        PBErrCatch(GSetErr);
    }
#endif
    if (that->_curElem == that->_set->_tail)
        return true;
    else
        return false;
}

// 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
    inline
#endif
bool GSetIterForwardIsLast(GSetIterForward* that) {
#if BUILDMODE == 0
    if (that == NULL) {
        GSetErr->_type = PBErrTypeNullPointer;
        sprintf(GSetErr->_msg, "'that' is null");
        PBErrCatch(GSetErr);
    }
#endif
    if (that->_curElem == that->_set->_tail)
        return true;
    else
        return false;
}

// 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
    inline
#endif
bool GSetIterBackwardIsLast(GSetIterBackward* that) {
#if BUILDMODE == 0
    if (that == NULL) {

```

```

        GSetErr->_type = PBErrTypeNullPointer;
        sprintf(GSetErr->_msg, "'that' is null");
        PBErrCatch(GSetErr);
    }
#endif
    if (that->_curElem == that->_set->_head)
        return true;
    else
        return false;
}

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

// Change the attached set of the iterator, and reset it
#if BUILDMODE != 0
inline
#endif
void GSetIterBackwardSetGSet(GSetIterBackward* that, GSet* 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
inline
#endif
void* GSetIterForwardGet(GSetIterForward* 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->_data;
}

// Return the data currently pointed to by the iterator
#if BUILDMODE != 0
inline
#endif
void* GSetIterBackwardGet(GSetIterBackward* 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->_data;
}

// Return the element currently pointed to by the iterator
#if BUILDMODE != 0
inline
#endif
GSetElem* GSetIterForwardGetElem(GSetIterForward* 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
inline
#endif
GSetElem* GSetIterBackwardGetElem(GSetIterBackward* 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
inline

```

```

#endif
int _GSetNbElem(GSet* that) {
#if BUILDMODE == 0
    if (that == NULL) {
        GSetErr->_type = PErrTypeNullPointer;
        sprintf(GSetErr->_msg, "'that' is null");
        PErrCatch(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
inline
#endif
bool GSetIterForwardRemoveElem(GSetIterForward* that) {
#if BUILDMODE == 0
    if (that == NULL) {
        GSetErr->_type = PErrTypeNullPointer;
        sprintf(GSetErr->_msg, "'that' is null");
        PErrCatch(GSetErr);
    }
#endif
    GSetElem *next = that->_curElem->_next;
    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
inline
#endif
bool GSetIterBackwardRemoveElem(GSetIterBackward* that) {
#if BUILDMODE == 0
    if (that == NULL) {
        GSetErr->_type = PErrTypeNullPointer;
        sprintf(GSetErr->_msg, "'that' is null");
        PErrCatch(GSetErr);
    }
#endif
    GSetElem *prev = that->_curElem->_prev;
    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
    inline
    #endif
    void _GSetAppendSet(GSet* that, GSet* 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
    // 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
    inline
    #endif
    void _GSetAppendSortedSet(GSet* that, GSet* 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
    // 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 = GSetIterGetElem(&iter);

```

```

        // Append the data of the element according to the sorting value
        GSetAddSort(that, elem->_data, elem->_sortVal);
    } while (GSetIterStep(&iter));
}
}

```

3 Makefile

```

#directory
PBERRDIR=../PBErr

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

include $(PBERRDIR)/Makefile.inc

INCPATH=-I./ -I$(PBERRDIR)/
BUILDOPTIONS=$(BUILDPARAM) $(INCPATH)

# compiler
COMPILER=gcc

#rules
all : main

main: main.o pberr.o gset.o Makefile
$(COMPILER) main.o pberr.o gset.o $(LINKOPTIONS) -o main

main.o : main.c $(PBERRDIR)/pberr.h gset.h gset-inline.c Makefile
$(COMPILER) $(BUILDOPTIONS) -c main.c

gset.o : gset.c gset.h gset-inline.c Makefile
$(COMPILER) $(BUILDOPTIONS) -c gset.c

pberr.o : $(PBERRDIR)/pberr.c $(PBERRDIR)/pberr.h Makefile
$(COMPILER) $(BUILDOPTIONS) -c $(PBERRDIR)/pberr.c

clean :
rm -rf *.o main

valgrind :
valgrind -v --track-origins=yes --leak-check=full --gen-suppressions=yes --show-leak-kinds=all ./main

unitTest :
main > unitTest.txt; diff unitTest.txt unitTestRef.txt

```

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"

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

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 (%d==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 (%d==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(void* data, FILE* 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() {
    srand(RANDOMSEED);
    int a[5] = {-2, -1, 0, 1, 2};
    int nbTest = 1000;
    GSet set = GSetCreateStatic();
    GSetIterForward iter = GSetIterForwardCreateStatic(&set);
    for (int iTes = nbTest; iTes--;) {
        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);
    }
    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");
    }
}

```

```

        PBErCatch(GSetErr);
    }
    if (*(int*)GSetGetFirst(&set) != 0) {
        GSetErr->_type = PBErTypeUnitTestFailed;
        sprintf(GSetErr->_msg, "GSetGetFirst NOK");
        PBErCatch(GSetErr);
    }
    if (*(int*)GSetGetLast(&set) != 4) {
        GSetErr->_type = PBErTypeUnitTestFailed;
        sprintf(GSetErr->_msg, "GSetGetLast NOK");
        PBErCatch(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 = PBErTypeUnitTestFailed;
            sprintf(GSetErr->_msg, "GSetGetIndexFirst NOK");
            PBErCatch(GSetErr);
        }
        if (9 - i != GSetGetIndexLast(&set, a + i)) {
            GSetErr->_type = PBErTypeUnitTestFailed;
            sprintf(GSetErr->_msg, "GSetGetIndexLast NOK");
            PBErCatch(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 iTes = nbTest; iTes--;) {
        for (int i = 10; i--;) {
            int j = (int)floor(rnd() * 5);
            GSetPush(&set, a + j);
            GSetElemSetSortVal(GSetGetElem(&set, 0), a[j]);
        }
        GSetSort(&set);
        GSetIterReset(&iter);
        int v = *(int*)GSetIterGet(&iter);
        GSetIterStep(&iter);
        do {
            int w = *(int*)GSetIterGet(&iter);
            if (w < v) {
                GSetErr->_type = PBErTypeUnitTestFailed;
                sprintf(GSetErr->_msg, "GSetSort NOK");
                PBErCatch(GSetErr);
            }
        }
    }
}

```

```

        v = w;
    } while (GSetIterStep(&iter));
    GSetFlush(&set);
}
printf("UnitTestGSetSort 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, GSetGetElem(&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");
        PBErrCatch(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 = PBErrTypeUnitTestFailed;
        sprintf(GSetErr->_msg, "GSetAppendSortedSet NOK");
        PBErrCatch(GSetErr);
    }
}
GSetFlush(&setA);
GSetFlush(&setB);
printf("UnitTestGSetMergeSet OK\n");
}

void UnitTestGSet() {
    UnitTestGSetCreateFree();
    UnitTestGSetClone();
    UnitTestGSetFlush();
    UnitTestGSetPrint();
    UnitTestGSetPushPopAppendDrop();
    UnitTestGSetAddSort();
    UnitTestGSetInsertRemove();
    UnitTestGSetNbElemGet();
    UnitTestGSetGetIndex();
    UnitTestGSetSort();
    UnitTestGSetSplitMerge();
    UnitTestGSetSwitch();
    UnitTestGSetMoveElem();
    UnitTestGSetMergeSet();
    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 UnitTestGSetIteratorForwardStepGetElem() {
    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,

```

```

        "UnitTestGSetIteratorForwardStepGetGetElem NOK");
    PBErrCatch(GSetErr);
}
if (GSetIterGetElem(&iter) != elem) {
    GSetErr->_type = PBErrTypeUnitTestFailed;
    sprintf(GSetErr->_msg,
        "UnitTestGSetIteratorForwardStepGetGetElem NOK");
    PBErrCatch(GSetErr);
}
if (GSetIterGet(&iter) != a + 1) {
    GSetErr->_type = PBErrTypeUnitTestFailed;
    sprintf(GSetErr->_msg,
        "UnitTestGSetIteratorForwardStepGetGetElem NOK");
    PBErrCatch(GSetErr);
}
GSetFlush(&set);
printf("UnitTestGSetIteratorForwardStepGetGetElem OK\n");
}

void FunInc(void* data, void* param) {
    while (param != 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 UnitTestGSetIteratorForwardSetGSet() {
    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, "UnitTestGSetIteratorForwardSetGSet NOK");
        PBErrCatch(GSetErr);
    }
    GSetFlush(&set);
    GSetFlush(&setb);
    printf("UnitTestGSetIteratorForwardSetGSet 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();
    UnitTestGSetIteratorForwardSetGSet();
    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 UnitTestGSetIteratorBackwardStepGetGetElem() {
    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,
            "UnitTestGSetIteratorBackwardStepGetGetElem NOK");
        PBErrCatch(GSetErr);
    }
    if (GSetIterGetElem(&iter) != elem) {
        GSetErr->_type = PBErrTypeUnitTestFailed;
        sprintf(GSetErr->_msg,
            "UnitTestGSetIteratorBackwardStepGetGetElem NOK");
        PBErrCatch(GSetErr);
    }
    if (GSetIterGet(&iter) != a + 3) {
        GSetErr->_type = PBErrTypeUnitTestFailed;
        sprintf(GSetErr->_msg,
            "UnitTestGSetIteratorBackwardStepGetGetElem NOK");
        PBErrCatch(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 = PBErrTypeUnitTestFailed;
            sprintf(GSetErr->_msg, "UnitTestGSetIteratorBackwardApply NOK");
            PBErrCatch(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 = PBErrTypeUnitTestFailed;
        sprintf(GSetErr->_msg,
            "UnitTestGSetIteratorBackwardIsFirstIsLast NOK");
        PBErrCatch(GSetErr);
    }
    GSetIterStep(&iter);
    if (GSetIterIsFirst(&iter) == true || GSetIterIsLast(&iter) == true) {
        GSetErr->_type = PBErrTypeUnitTestFailed;
        sprintf(GSetErr->_msg,
            "UnitTestGSetIteratorBackwardIsFirstIsLast NOK");
        PBErrCatch(GSetErr);
    }
    GSetIterStep(&iter);
    if (GSetIterIsFirst(&iter) == true || GSetIterIsLast(&iter) == false) {
        GSetErr->_type = PBErrTypeUnitTestFailed;
        sprintf(GSetErr->_msg,
            "UnitTestGSetIteratorBackwardIsFirstIsLast NOK");
        PBErrCatch(GSetErr);
    }
    GSetFlush(&set);
    printf("UnitTestGSetIteratorBackwardIsFirstIsLast OK\n");
}

void UnitTestGSetIteratorBackwardSetGSet() {
    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, "UnitTestGSetIteratorBackwardSetGSet NOK");
        PBErrCatch(GSetErr);
    }
    GSetFlush(&set);
    GSetFlush(&setb);
    printf("UnitTestGSetIteratorBackwardSetGSet 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();
    UnitTestGSetIteratorBackwardSetGSet();
    printf("UnitTestGSetIteratorBackward OK\n");
}

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

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

```

5 Unit tests output

```

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
UnitTestGSetSplitMerge OK
UnitTestGSetSwitch OK
UnitTestGSetMoveElem OK
UnitTestGSetMergeSet OK
UnitTestGSet OK
UnitTestGSetIteratorForwardCreateFree OK
UnitTestGSetIteratorForwardClone OK
UnitTestGSetIteratorForwardReset OK
UnitTestGSetIteratorForwardStepGetGetElem OK
UnitTestGSetIteratorForwardApply OK
UnitTestGSetIteratorForwardIsFirstIsLast OK
UnitTestGSetIteratorForwardSetGSet OK
UnitTestGSetIteratorForwardRemoveElem OK
UnitTestGSetIteratorForward OK
UnitTestGSetIteratorBackwardCreateFree OK
UnitTestGSetIteratorBackwardClone OK
UnitTestGSetIteratorBackwardReset OK
UnitTestGSetIteratorBackwardStepGetGetElem OK
UnitTestGSetIteratorBackwardApply OK
UnitTestGSetIteratorBackwardIsFirstIsLast OK
UnitTestGSetIteratorBackwardSetGSet OK
UnitTestGSetIteratorBackward OK
UnitTestAll OK