ASE: Séance 3

Benjamin Van Ryseghem

2 octobre 2012

0.1 Question 7

```c
struct ctx_s* current_ctx = (struct ctx_s *)0;

struct ctx_s {
        void* ctx_esp;
        void* ctx_ebp;
        unsigned ctx_magic;
        func_t* ctx_f;
        void* ctx_arg;
        state_e ctx_state;
        char* ctx_stack; /* adresse la plus basse de la pile */
        unsigned ctx_size;
        struct ctx_s* ctx_next;
};

int create_ctx(int size, func_t f, void * args){
        struct ctx_s* new_ctx = (struct ctx_s*) malloc(sizeof(struct ctx_s));
        assert(new_ctx);

        if(init_ctx(new_ctx, size, f, args)){ /* error */ return 1; }

        if(current_ctx == 0){
                current_ctx = new_ctx;
                new_ctx->ctx_next = new_ctx;
        }
        else {
                new_ctx->ctx_next = current_ctx->ctx_next;
                current_ctx->ctx_next = new_ctx;
        }
        return 0;
}
```

Benjamin VAN RYSEGHEM