

Fixing initArray | Coursera

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With **malloc** at our disposal, we are finally able to correctly implement the task introduced at the beginning of this chapter:

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// this code does work!
int * initArray(int howLarge) {
    int *array = malloc (howLarge * sizeof(*array));
    if (array != NULL) {
        for (int i =0; i < howLarge; i++) {
            array[i] = i;
        }
    }
    return array;
}
```



Note that in this function, if malloc fails (*i.e.*, returns NULL), then the function returns NULL—this pushes the task of handling the error up to whoever called this function. Whenever you write a function where you would not know how the error should be handled, making the caller handle the error is a good strategy.