

```
1: // $Id: voidstar.c,v 1.42 2013-10-18 12:06:30-07 - - $
2:
3: //
4: // Simple example of void* processing in C.
5: // The function process takes an array and a function and
6: // applies the function to each element of the array.
7: //
8:
9: #include <ctype.h>
10: #include <math.h>
11: #include <stdio.h>
12: #include <stdlib.h>
13: #include <string.h>
14: #include <values.h>
15:
16: //
17: // Process an array by applying a function to each element.
18: //
19: void process (void *base,    // of the array
20:              size_t nelemt, // number of elements
21:              size_t size,   // size of one element
22:              void (*function) (void*)) {
23:     for (size_t index = 0; index < nelemt; ++index) {
24:         void *element = (char*) base + index * size;
25:         function (element);
26:     }
27: }
28:
29: //
30: // Array of strings with two processing functions.
31: //
32: char *strings[] = {
33:     "hello", "world", "foo", "bar", "baz", "qux",
34:     "this", "is", "a", "test",
35: };
36:
37: void strdupthem (void *string) {
38:     char **chars = (char**) string;
39:     *chars = strdup (*chars);
40: }
41:
42: void capitalize (void *string) {
43:     for (char *chars = *(char**) string; *chars != '\0'; ++chars) {
44:         *chars = toupper (*chars);
45:     }
46: }
47:
48: void printstr (void *string) {
49:     (void) printf (" %s", *(char**) string);
50: }
51:
52: void freestr (void *string) {
53:     char *str = *(char**) string;
54:     free (str);
55:     str = NULL;
56: }
57:
```

```
58:
59: //
60: // Array of doubles with two processing functions.
61: //
62:
63: double numbers[] = {6.02e23, 287, -472, 0, 6e-22, MAXDOUBLE};
64:
65: void exponent (void *number) {
66:     double *value = (double*) number;
67:     *value = log10 (*value);
68: }
69:
70: void printnum (void *number) {
71:     (void) printf (" %10.3g", *(double*) number);
72: }
73:
74: //
75: // Main function to exercise them.
76: //
77:
78: int main (void) {
79:
80:     size_t stringdim = sizeof strings / sizeof *strings;
81:     process (strings, stringdim, sizeof *strings, printstr);
82:     (void) printf ("\n");
83:     process (strings, stringdim, sizeof *strings, strdupthem);
84:     process (strings, stringdim, sizeof *strings, capitalize);
85:     process (strings, stringdim, sizeof *strings, printstr);
86:     process (strings, stringdim, sizeof *strings, freestr);
87:     (void) printf ("\n");
88:
89:     size_t numberdim = sizeof numbers / sizeof *numbers;
90:     process (numbers, numberdim, sizeof *numbers, printnum);
91:     (void) printf ("\n");
92:     process (numbers, numberdim, sizeof *numbers, exponent);
93:     process (numbers, numberdim, sizeof *numbers, printnum);
94:     (void) printf ("\n");
95:
96:     return EXIT_SUCCESS;
97: }
98:
99: /*
100: //TEST// valgrind --leak-check=full ./voidstar >voidstar.lis 2>&1
101: //TEST// mkpspdf voidstar.ps voidstar.c* voidstar.lis
102: */
103:
```

[illegible]

```
1: ==18746== Memcheck, a memory error detector
2: ==18746== Copyright (C) 2002-2013, and GNU GPL'd, by Julian Seward et al
.
3: ==18746== Using Valgrind-3.10.1 and LibVEX; rerun with -h for copyright
info
4: ==18746== Command: ./voidstar
5: ==18746==
6:  hello world foo bar baz qux this is a test
7:  HELLO WORLD FOO BAR BAZ QUX THIS IS A TEST
8:    6.02e+23      287      -472      0      6e-22      1.8e+308
9:      23.8        2.46        nan      -inf      -21.2        308
10: ==18746==
11: ==18746== HEAP SUMMARY:
12: ==18746==      in use at exit: 0 bytes in 0 blocks
13: ==18746==    total heap usage: 11 allocs, 11 frees, 59 bytes allocated
14: ==18746==
15: ==18746== All heap blocks were freed -- no leaks are possible
16: ==18746==
17: ==18746== For counts of detected and suppressed errors, rerun with: -v
18: ==18746== ERROR SUMMARY: 0 errors from 0 contexts (suppressed: 1 from 1)
```