#include "main.h"

#include <stdlib.h>

/\*\*

\* \_calloc - Allocates memory for an array of a certain number

\* of elements each of an inputted byte size.

\* @nmemb: The number of elements.

\* @size: The byte size of each array element.

\*

\* Return: If nmemb = 0, size = 0, or the function fails - NULL.

\* Otherwise - a pointer to the allocated memory.

\*/

void \*\_calloc(unsigned int nmemb, unsigned int size)

{

void \*mem;

char \*filler;

unsigned int index;

if (nmemb == 0 || size == 0)

return (NULL);

mem = malloc(size \* nmemb);

if (mem == NULL)

return (NULL);

filler = mem;

for (index = 0; index < (size \* nmemb); index++)

filler[index] = '\0';

return (mem);

}