

## CS-701 Lecture 9

March 1, 2001

## More About g++

- On forbin, you have to use *gmake* instead of *make* to get automatic recognition of .cc files as C++ instead of C code.
- Contrary to what I said in the previous lecture, C++ has literal constants *true* and *false* that you can assign to variables of type *bool*.
  - Non-zero integers still are treated as *true* and 0 is still treated as *false*.

## Use *strtok()* to Tokenize a String

- First time:  
`argVector[ 0 ] = strtok ( cmdBuf, " \t\n\r" );`
- Other times:  
`argVector[ n ] = strtok ( 0, " \t\n\r" );`
- Side issue: How not to overrun `argVector`?
  - [More Information](#)

## Dispatch Tables

- Each entry contains a name, and a pointer to a function that is associated with the name. ("Association List")

```
typedef int builtin( int, char*[] );
struct cmdEntry {
    char    *cmdName;
    builtin *cmdFunc;
} builtins[] = {
    { "exit", sh_exit },
};
const int numEntries = sizeof( builtins ) / sizeof( cmdEntry );
if ( strcmp( token, builtins[ n ].cmdName ) == 0 )
    builtins[ n ].cmdFunc( numArgs, argVector );
```