

C

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# Chapter 1

## Class Index

### 1.1 Class List

Here are the classes, structs, unions and interfaces with brief descriptions:

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## Chapter 2

# File Index

### 2.1 File List

Here is a list of all documented files with brief descriptions:

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## Chapter 3

# Class Documentation

### 3.1 data\_methods Struct Reference

#### Public Attributes

- u64(\* **alloc** )(u64 size)
- void(\* **free** )(u64 ptr)
- void(\*(\* **unsafe** )(u64 ptr)
- u64(\* **size** )(u64 ptr)

The documentation for this struct was generated from the following file:

- src/pointer/types/data/v1/[data\\_v1.h](#)

### 3.2 file\_handler Struct Reference

#### Public Attributes

- FILE \* **file**

The documentation for this struct was generated from the following file:

- src/pointer/types/file/v1/[file\\_v1.c](#)

### 3.3 file\_methods Struct Reference

#### Public Attributes

- u64(\* **alloc** )(u64 file\_path\_ptr, u64 mode\_ptr)
- void(\* **free** )(u64 ptr)
- u64(\* **data** )(u64 ptr)

The documentation for this struct was generated from the following file:

- src/pointer/types/file/v1/[file\\_v1.h](#)

## 3.4 list\_handler Struct Reference

### Public Attributes

- u64 **size**
- struct list\_data \* **list**

The documentation for this struct was generated from the following files:

- src/pointer/types/list/v1/list\_v1.c
- src/pointer/types/string/v1/string\_v1.c

## 3.5 list\_methods Struct Reference

### Public Attributes

- u64(\* **alloc** )(void)
- void(\* **free** )(u64 ptr)
- u64(\* **peek** )(u64 list\_ptr)
- u64(\* **peekn** )(u64 list\_ptr, u64 nelements)
- u64(\* **pop** )(u64 list\_ptr)
- u64(\* **popn** )(u64 list\_ptr, u64 nelements)
- void(\* **push** )(u64 list\_ptr, u64 ptr)
- u64(\* **size** )(u64 ptr)
- void(\* **release** )(u64 ptr)

### 3.5.1 Member Data Documentation

#### 3.5.1.1 peekn

```
u64(* list_methods::peekn) (u64 list_ptr, u64 nelements)
```

returns a list of picked items

#### Parameters

<i>list_ptr</i>	a list to get items from
<i>nelements</i>	number of elements to peek from the list

#### Returns

returns new list which contains n elements from the list in reverse order

The documentation for this struct was generated from the following file:

- [src/pointer/types/list/v1/list\\_v1.h](#)

## 3.6 object\_methods Struct Reference

### Public Attributes

- u64(\* **alloc** )(u64 size)
- void(\* **free** )(u64 ptr)
- void(\* **unsafe** )(u64 ptr)
- u64(\* **load** )(const void \*data, u64 size)
- u64(\* **size** )(u64 ptr)

The documentation for this struct was generated from the following file:

- [src/pointer/types/object/v1/object\\_v1.h](#)

## 3.7 os\_methods Struct Reference

### Public Attributes

- u64(\* **getenv** )(u64 name)
- u64(\* **getcwd** )(void)
- void(\* **putc** )(u64 ptr)

The documentation for this struct was generated from the following file:

- [src/pointer/types/os/v1/os\\_v1.h](#)

## 3.8 string\_methods Struct Reference

### Public Attributes

- void(\* **free** )(u64 ptr)
- u64(\* **copy** )(u64 ptr)
- void(\* **strcpy** )(u64 dest, u64 src)
- void(\* **strcat** )(u64 dest, u64 src)
- u64(\* **strchr** )(u64 src\_ptr, u64 match\_ptr)
- u64(\* **strchr** )(u64 src\_ptr, u64 match\_ptr)
- u64(\* **match** )(u64 src\_ptr, u64 match\_ptr)
- u64(\* **offset** )(u64 src\_ptr, u64 match\_ptr)
- u64(\* **load** )(const char \*data)
- void(\* **put\_char** )(u64 ptr, char value)
- char(\* **unsafe** )(u64 ptr)
- u64(\* **size** )(u64 ptr)
- u64(\* **lessthan** )(u64 src, u64 dest)
- u64(\* **greaterthan** )(u64 src, u64 dest)

- `u64(* equals )(u64 src, u64 dest)`
- `u64(* compare )(u64 src, u64 dest)`
- `u64(* left )(u64 src, u64 offset)`
- `u64(* strncpy )(u64 src, u64 nbytes)`
- `u64(* left_strncpy )(u64 src, u64 offset)`
- `u64(* right )(u64 src, u64 offset)`
- `u64(* move_left )(u64 src, u64 nbytes)`
- `u64(* move_right )(u64 src, u64 nbytes)`
- `u64(* strcmp )(u64 src, u64 dest)`

The documentation for this struct was generated from the following file:

- `src/pointer/types/string/v1/string\_v1.h`

### 3.9 string\_pointer\_methods Struct Reference

The documentation for this struct was generated from the following file:

- `src/pointer/types/string_pointer/v1/string\_pointer\_v1.h`

### 3.10 string\_reference Struct Reference

#### Public Attributes

- `u64 address`
- `u64 offset`

The documentation for this struct was generated from the following file:

- `src/pointer/types/string_pointer/v1/string\_pointer\_v1.h`

### 3.11 user\_methods Struct Reference

#### Public Attributes

- `u64(* alloc )(void)`
- `void(* free )(u64 ptr)`

The documentation for this struct was generated from the following file:

- `src/pointer/types/user/v1/user\_v1.h`

## Chapter 4

# File Documentation

### 4.1 src/pointer/types/data/v1/data\_v1.h File Reference

C API / data.

```
#include "std/common.h"
```

Include dependency graph for data\_v1.h:



This graph shows which files directly or indirectly include this file:



## Classes

- struct [data\\_methods](#)

### 4.1.1 Detailed Description

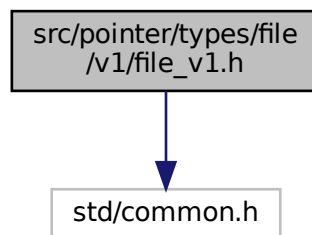
C API / data.

## 4.2 src/pointer/types/file/v1/file\_v1.h File Reference

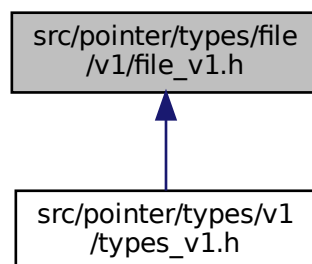
C API / file.

```
#include "std/common.h"
```

Include dependency graph for file\_v1.h:



This graph shows which files directly or indirectly include this file:



## Classes

- struct [file\\_methods](#)

### 4.2.1 Detailed Description

C API / file.

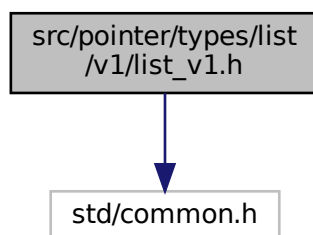


```
struct file_methods {  
    u64 (*alloc)(u64 file_path_ptr, u64 mode_ptr);  
    void (*free)(u64 ptr);  
    u64 (*data)(u64 ptr);  
};
```

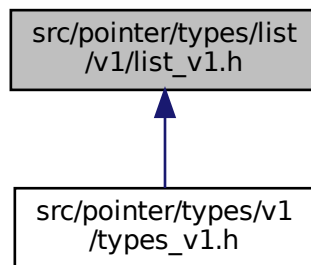
## 4.3 src/pointer/types/list/v1/list\_v1.h File Reference

C API / list.

#include "std/common.h"  
Include dependency graph for list\_v1.h:



This graph shows which files directly or indirectly include this file:



## Classes

- struct [list\\_methods](#)

### 4.3.1 Detailed Description

C API / list.

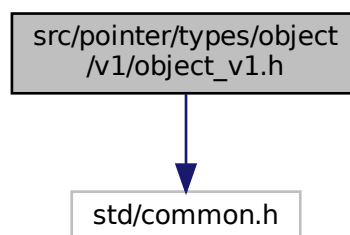
structure for organizing [list\\_methods](#) functions

## 4.4 src/pointer/types/object/v1/object\_v1.h File Reference

C API / object.

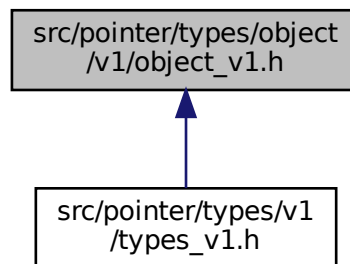
```
#include "std/common.h"
```

Include dependency graph for object\_v1.h:





This graph shows which files directly or indirectly include this file:



## Classes

- struct [object\\_methods](#)

### 4.4.1 Detailed Description

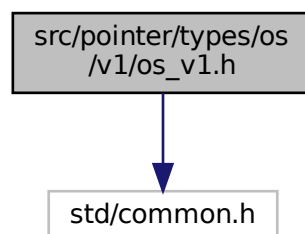
C API / object.

## 4.5 src/pointer/types/os/v1/os\_v1.h File Reference

C API / os.

```
#include "std/common.h"
```

Include dependency graph for os\_v1.h:



## Classes

- struct [os\\_methods](#)

### 4.5.1 Detailed Description

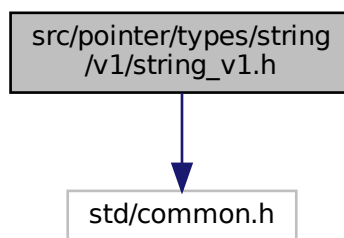
C API / os.

## 4.6 src/pointer/types/string/v1/string\_v1.h File Reference

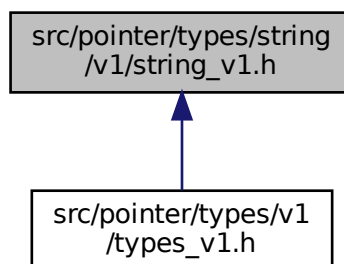
C API / string.

```
#include "std/common.h"
```

Include dependency graph for string\_v1.h:



This graph shows which files directly or indirectly include this file:



### Classes

- struct [string\\_methods](#)

### 4.6.1 Detailed Description

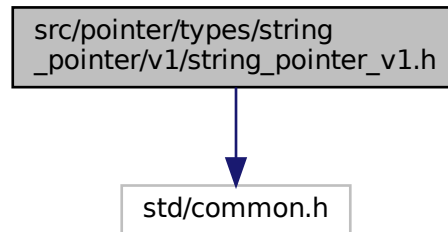
C API / string.

## 4.7 src/pointer/types/string\_pointer/v1/string\_pointer\_v1.h File Reference

C API / string pointer.

```
#include "std/common.h"
```

Include dependency graph for string\_pointer\_v1.h:



### Classes

- struct [string\\_pointer\\_methods](#)
- struct [string\\_reference](#)

### 4.7.1 Detailed Description

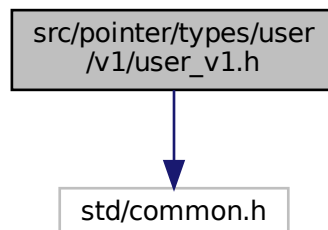
C API / string pointer.

## 4.8 src/pointer/types/user/v1/user\_v1.h File Reference

C API / user.

```
#include "std/common.h"
```

Include dependency graph for user\_v1.h:



## Classes

- struct [user\\_methods](#)

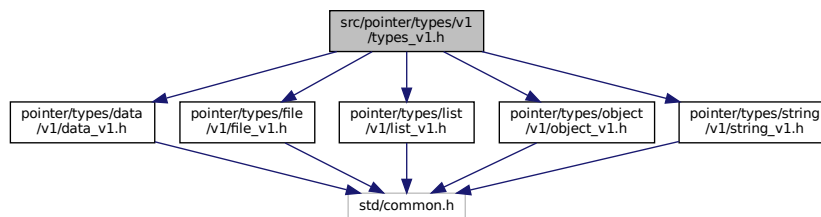
### 4.8.1 Detailed Description

C API / user.

## 4.9 src/pointer/types/v1/types\_v1.h File Reference

C API / types.

```
#include "pointer/types/data/v1/data_v1.h"
#include "pointer/types/file/v1/file_v1.h"
#include "pointer/types/list/v1/list_v1.h"
#include "pointer/types/object/v1/object_v1.h"
#include "pointer/types/string/v1/string_v1.h"
Include dependency graph for types_v1.h:
```



### 4.9.1 Detailed Description

C API / types.

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