

## status.c File Reference

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```
#include "status.h"
```

### Functions

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```
char * message (status st)
```

---

### Variables

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```
static char * unknownError = "Unknown error"
```

```
static char * msg []
```

---

### Function Documentation

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```
char* message ( status st )
```

get message associated with the given status value.

#### Parameters

**st** the status value

#### Returns

the associated message

### Variable Documentation

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**char\* msg[]**

static

**Initial value:**

```
= {  
    "",  
    "File open failed",  
    "Access refused",  
    "File close failed",  
    "Memory allocation failed",  
    "Wrong date",  
    "Full structure",  
    "Empty structure",  
    "Value not found",  
    "Value already exists",  
    "index out of bounds",  
    "unable to perform operation",  
    "searched city is not found",  
    "The arguments supplied less than expected",  
    "Too many arguments supplied more than expected",  
    "Unable to read the Map file",  
  
    "unknown error"  
}
```

defined error messages

**char\* unknownError = "Unknown error"**

static

Minimal system for error handling.

Each value of the "status" enum is associated with an error message. Every function (but some of those returning pointers) should return a status.default error message for unknown errors