

## C Library - <setjmp.h>

The **setjmp.h** header defines the macro **setjmp()**, one function **longjmp()**, and one variable type **jmp\_buf**, for bypassing the normal function call and return discipline.

### Library Variables

Following is the variable type defined in the header setjmp.h –

Sr.No.	Variable & Description
1	<b>jmp_buf</b>  This is an array type used for holding information for macro <b>setjmp()</b> and function <b>longjmp()</b> .

### Library Macros

There is only one macro defined in this library –

Sr.No.	Macro & Description
1	<b>int setjmp(jmp_buf environment)</b>  This macro saves the current <i>environment</i> into the variable <b>environment</b> for later use by the function <b>longjmp()</b> . If this macro returns directly from the macro invocation, it returns zero but if it returns from a <b>longjmp()</b> function call, then a non-zero value is returned.

### Library Functions

Following is the only one function defined in the header setjmp.h –

Sr.No.	Function & Description
1	<b>void longjmp(jmp_buf environment, int value)</b>  This function restores the environment saved by the most recent call to <b>setjmp()</b> macro in the same invocation of the program with the corresponding <b>jmp_buf</b> argument.