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<pre> #include <stdio.h> #include <stdlib.h> #include "author.h" #include "utils.h" author_t* author_new() { author_t* toto ; toto = malloc (sizeof(author_t)); if (toto == NULL) { throw_error("malloc failed", 1) ; return NULL ; } toto->lastname = malloc (STRING_SIZE) ; if (toto->lastname == NULL) { throw_error("malloc failed", 1) ; return NULL ; } toto->firstname = malloc (STRING_SIZE) ; if (toto->firstname == NULL) { throw_error("malloc failed", 1) ; return NULL ; } toto->email = malloc (STRING_SIZE) ; if (toto->email == NULL) { throw_error("malloc failed", 1) ; return NULL ; } sprintf(toto->lastname, "Doe") ; sprintf(toto->firstname, "John") ; sprintf(toto->email, "lepape@vatican.org") ; return toto; } void author_del (author_t* author_a_dell) { free (author_a_dell->lastname) ; free (author_a_dell->firstname) ; free (author_a_dell->email) ; free (author_a_dell) ; } void author_show (author_t* author_affiche) { printf("Auteur: %s %s\nEmail: %s\n", author_affiche->lastname, author_affiche->firstname, author_affiche->email); } //////////NOM////////// void author_set_lastname (author_t* author_a_set, char* lastname) { sprintf(author_a_set->lastname,"%s",lastname); // MÃthode pour Ãviter une fuite mÃmoire : je prend la chaine et la recopie dans le tableau dÃjÃ allouÃ © // author_a_set->lastname = lastname; //Fuite mÃmoire : rÃÃcrase adresse m Ãmoire donc Malloc du dÃbut perdu, pas grave mais Ã EVITER } char* author_get_lastname (author_t* author_a_get) { return author_a_get->lastname; } </pre>		

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<pre> //////////PRENOM////////// void author_set_firstname (author_t* author_a_set, char* firstname) { sprintf(author_a_set->firstname,"%s",firstname); } char* author_get_firstname (author_t* author_a_get) { return author_a_get->firstname; } //////////EMAIL////////// void author_set_email (author_t* author_a_set, char* email) { sprintf(author_a_set->email,"%s",email); } char* author_get_email (author_t* author_a_get) { return author_a_get->email; } </pre>		