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Is the main() function re-entrant?

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I heard that in C, `main()` is reentrant, while in C++ is not.

Is this true? What is the scenario of re-entering the `main()` function?

[c++](#)[c](#)[main](#)[reentrancy](#)[reentrant](#)

asked Jun 27 '13 at 2:59

[Deqing](#)**2,443**[19](#)[39](#)

- 7 I don't think you mean [reentrant](#). It is true however that you are allowed to call `main` in C and you are not allowed to call it in C++. – [David Brown](#) Jun 27 '13 at 3:05

1 Answer

Early C++ implementations, which were based on translation to C, implemented global constructors via adding a function call to the beginning of `main`. Under such an implementation, calling `main` again would re-run the global ctors, resulting in havoc, so it was simply forbidden to do so.

C on the other hand had no reason to forbid calling `main`, and it was always traditionally possible.

As for when it's useful, I would say "rarely". Most of the programs I've seen that called `main` were IOCCC entries.

answered Jun 27 '13 at 3:07

[R..](#)**103k**[10](#)[137](#)[325](#)