```
/* setjumpexamplecode.c */
/*---------------------------------------*/
#include <stdio.h>
#include <setjmp.h>

jmp_buf  buf;
int count = 0;
int main(void)
{
  int x = setjmp(buf);
  if (x == 0) {
        printf ( "First time through: x = %d, count = %d\n", x, count);
        count++;
  }
  else {
     printf ( "back in main() again: x = %d, count = %d\n", x, count);
     if (count == 7 ) exit(0);
     count++;
  }

  f1();
}

f1()
{
  f2();
}

f2()
{
  if (count == 3) {
    printf("In F2: count = %d, val = 1\n\n", count);
    longjmp(buf, 1);
  } else if (count == 4) {
    printf("In F2: count = %d, val = 10\n\n", count);
    longjmp(buf, 10);
  } else {
    printf("In F2: count = %d, val = 0\n\n", count);
    longjmp(buf, 0);
  }
}
```

output of the above code: setjumpexamplecode.c

First time through: x = 0, count = 0
In F2: count = 1, val = 0

back in main() again: x = 1, count = 1
In F2: count = 2, val = 0

back in main() again: x = 1, count = 2
In F2: count = 3, val = 1

back in main() again: x = 1, count = 3
In F2: count = 4, val = 10

back in main() again: x = 10, count = 4
In F2: count = 5, val = 0

back in main() again: x = 1, count = 5
In F2: count = 6, val = 0

back in main() again: x = 1, count = 6
In F2: count = 7, val = 0

back in main() again: x = 1, count = 7

Function	x count	count val
main()	0	0
f2()	1	0
main()	1	1
f2()	2	0
main()	1	2
f2()	3	1
main()	1	3
f2()	4	**10**
main()	10	4
f2()	5	0
main()	1	5
f2()	6	0
main()	1	6
f2()	7	0