

# libHX 2.0

## Documentation

December 23, 2008

*It is a bit drafty right now.*

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# 1 Introduction

The origins of libHX trace back, even crossing a language boundary, to when the author started on using Perl in 1999. Some tasks were just too damn useful to be open-coded every time. Two such examples are what is these days known as `HX_basename` and `HX_mkdir`. The name of the ancillary function collection back then was felt as being too long and was truncated<sup>1</sup>, leaving the initial character “H” and replacing the previously trailing portion by an “X”. Around the beginning of 2003, the author also started on the C programming language and soon the small library was converted from Perl to C. The libHX library as of today is the result of working with C ever since, and naturally grew from there to support whatever the author was in need of.

The “correct” name for libHX is with an uppercase “H” and uppercase “X”, and the same is used for filenames, such as “libHX.so”<sup>2</sup>.

## 2 Installation

libHX uses GNU autotools as a build environment, which means that all you have to run as a end-user is the `configure` with any options that you need. Pay attention to bi-arch systems where you most likely need to specify “lib64” instead of “lib”:

```
$ ./configure --libdir='${prefix}/lib64'
```

### 2.1 Requirements

- GNU C Compiler 3.x or newer. Other compilers have not been tested in months — use at your own risk.
- approximately 73 KB of disk space for the shared library and header files

A C++ compiler is only needed if you want to build the test programs that come with libHX in C++ mode. This is done by default so it may occur that you get prompted for a C++ compiler, but it is strictly not required, as most C++ constructs are inlined from header files.

## 3 Portability notice

libHX runs on contemporary versions of Linux, Solaris and the three BSD distributions. It might even work on Microsoft Windows, but this is not tested very often if at all. Overly old systems, especially Unices, are not within focus. While AIX 5.3 might still classify as contemporary, strangelets like “Ultrix” or “Dynix” you can find in the autotools-related file `config.guess` are some that are definitely not.

Furthermore, a compiler that understands the C99 or GNU89 standard is required. The integer type “int” should at best have 32 bits at least. There is no ultra-portable version as of this writing, but feel free to start one akin to the “p” variants of OpenBSD software such as OpenSSH.

---

<sup>1</sup>Sometime between 2002-Oct-20–2003-Apr.

<sup>2</sup>Software projects may choose to entirely lowercase the project name for use in filenames, such as the Linux kernel which is released as `linux-${version}.tar.bz2`, or the project may choose to keep the name for filenames, like Mesa and SDL do.

# Part I

## General

Many functions are prefixed with “HX\_” or “HXsubsys\_”, as are structures (sometimes without underscores, be sure to check the syntax and names), to avoid name clashes with possibly existing files. Functions that are not tied to a specific data structure such as most of the string functions (see chapter 10) use the subsystem-less prefix, “HX\_”. Functions from a clearly-defined subsystem, such as ARBtree or deque, augment the base prefix by a suffix, forming e.g. “HXbtree\_”.

## 4 Annotation casts

The C++ language provides so-called “new-style casts”, referring to the four template-looking invocations `static_cast<>`, `const_cast<>`, `reinterpret_cast<>` and `dynamic_cast<>`. No such blessing was given to the C language, but still, even using macros that expand to the olde cast make it much easier to find casts in source code and annotate why something was casted, which is already an improvement. — Actually, it *is* possible to do a some type checking, using some GCC extensions, which augments these macros from their documentary nature to an actual safety measure.

### 4.1 `reinterpret_cast`

`reinterpret_cast()` maps directly to the old-style typecast, `(type)(expr)`, and causes the bit pattern for the `expr` rvalue to be “reinterpreted” as a new type. You will notice that “reinterpret” is the longest of all the `*_cast` names, and can easily cause your line to grow to 80 columns (the good maximum in many style guides). As a side effect, it is a good indicator that something potentially dangerous might be going on, for example converting intergers from/to pointer.

```
int i;
/* Tree with numeric keys */
tree = HXbtree_init(HXBT_ICMP);
for (i = 0; i < 6; ++i)
    HXbtree_add(tree, reinterpret_cast(void *,
                                       static_cast(long, i)), my_data);
```

### 4.2 `signed_cast`

This tag is for annotating that the cast was solely done to change the signedness of pointers to char — and only those. No integers etc. The intention is to facilitate working with libraries that use `unsigned char *` pointers, such as libcrypto and libssl (from the OpenSSL project) or libxml2, for example. See table 1 for the allowed conversions. C++ does *not* actually have a `signed_cast<>`, and one would have to use `reinterpret_cast<>` to do the conversion, because `static_cast<>` does not allow conversion from `const char *` to `const unsigned char *`, for example. (libHX’s `static_cast()` would also throw at least a compiler warning about the different signedness.) This is where `signed_cast` comes in.

From \ To	c*	sc*	uc*	Cc*	Csc*	Cuc*
<b>char *</b>	✓	✓	✓	✓	✓	✓
<b>signed char *</b>	✓	✓	✓	✓	✓	✓
<b>unsigned char *</b>	✓	✓	✓	✓	✓	✓
<b>const char *</b>	—	—	—	✓	✓	✓
<b>const signed char *</b>	—	—	—	✓	✓	✓
<b>const unsigned char *</b>	—	—	—	✓	✓	✓

Table 1: Accepted conversions for `signed_cast()`

### 4.3 static\_cast

Just like C++’s `static_cast<>`, libHX’s `static_cast()` verifies that `expr` can be implicitly converted to the new type (by a simple `b = a`). Such is mainly useful for forcing a specific type, as is needed in varargs functions such as `printf`, and where the conversion actually incurs other side effects, such as truncation or promotion:

```
/* Convert to a type printf knows about */
uint64_t x = something;
printf("%llu\n", static_cast(unsigned long long, x));
```

Because there is no format specifier for `uint64_t` for `printf`, a conversion to an accepted type is necessary to not cause undefined behavior. The author has seen code that did, for example, `printf("%u")` on a “long”, which only works on architectures where `sizeof(unsigned int)` happens to equal `sizeof(unsigned long)`, such as `x86_32`. On `x86_64`, an `unsigned long` is usually twice as big as an `unsigned int`, so that 8 bytes are pushed onto the stack, but `printf` only unshifts 4 bytes because the developer used “%u”, leading to misreading the next variable on the stack.

```
/* Force promotion */
double a_quarter = static_cast(double, 1) / 4;
```

Were “1” not promoted to `double`, the result in `q` would be zero because `1/4` is just an integer division, yielding zero. By making one of the operands a floating-point quantity, the compiler will instruct the FPU to compute the result. Of course, one could have also written “1.0” instead of `static_cast(double, 1)`, but this is left for the programmer to decide which style s/he prefers.

```
/* Force truncation before invoking second sqrt */
double f = sqrt(static_cast(int, 10 * sqrt(3.0 / 4)));
```

And here, the conversion from `double` to `int` incurs a (wanted) truncation of the decimal fraction, that is, rounding down for positive numbers, and rounding up for negative numbers.

#### 4.3.1 Allowed conversions

- **Numbers**

Conversion between numeric types, such as `char`, `short`, `int`, `long`, `long long`, `intN_t`, both their signed and unsigned variants, `float` and `double`.

- **Generic Pointer**

Conversion from `type *` to and from `void *`. (Where `type` may very well be a type with further indirection.)

- **Generic Pointer (const)**

Conversion from `const type *` to and from `const void *`.

#### 4.4 `const_cast`

`const_cast` allows to add or remove “const” qualifiers from the type a pointer is pointing to. Due to technical limitations, it could not be implemented to support arbitrary indirection. Instead, `const_cast` comes in three variants, to be used for indirection levels of 1 to 3:

- `const_cast1(type *, expr)` with `typeof(expr) = type *`. (Similarly for any combinations of const.)
- `const_cast2(type **, expr)` with `typeof(expr) = type **` (and all combinations of const in all possible locations).
- `const_cast3(type ***, expr)` with `typeof(expr) = type ***` (and all combinations...).

As indirection levels above 3 are really unlikely, having only these three type-checking cast macros was deemed sufficient. The only place where libHX even uses a level-3 indirection is in the option parser.

<code>int **</code>	<code>int *const *</code>
<code>const int **</code>	<code>const int *const *</code>

Table 2: Accepted expr/target types for `const_cast2`; example for the “int” type  
Conversion is permitted when expression and target type are from the table.

## 5 Macros

### 5.1 Locators

```
long offsetof(type, member);
output_type *containerof(input_type *ptr, output_type, member);
```

In case `offsetof` and `containerof` have not already defined by inclusion of another header file, `libHX`'s `defs.h` will define these accessors. `offsetof` is defined in `stddef.h` (for C) or `cstddef` (C++), but inclusion of these is not necessary if you have included `defs.h`. `defs.h` will use GCC's `__builtin_offsetof` if available, which does some extra sanity checks in C++ mode.

`offsetof` calculates the offset of the specified member in the type, which needs to be a struct or union.

`containerof` will return a pointer to the struct in which `ptr` is contained as the given member.

```
struct foo {
    int bar;
    int baz;
};

static void test(int *ptr)
{
    struct foo *self = containerof(baz, struct foo, baz);
}
```

### 5.2 Array size

```
size_t ARRAY_SIZE(type array[]); /* implemented as a macro */
```

Returns the number of elements in `array`. This only works with true arrays (`type[]`), and will not output a meaningful value when used with a pointer-to-element (`type *`), which is often used for array access too.

### 5.3 Compile-time build checks

```
void BUILD_BUG_ON(bool condition); /* implemented as a macro */
```

Causes the compiler to fail when `condition` evaluates to true. If not implemented for a compiler, it will be a no-op.

### 5.4 UNIX file modes

```
#define S_IRUGO (S_IRUSR | S_IRGRP | S_IROTH)
#define S_IWUGO (S_IWUSR | S_IWGRP | S_IWOTH)
#define S_IXUGO (S_IXUSR | S_IXGRP | S_IXOTH)
#define S_IRWXUGO (S_IRUGO | S_IWUGO | S_IXUGO)
```

The defines make it vastly easier to specify permissions for large group of users. For example, if one wanted to create a file with the permissions `rw-r--r--` (ignoring the umask in this description), `S_IRUSR | S_IWUSR` can now be used instead of the longer `S_IRUSR | S_IWUSR | S_IRGRP | S_IROTH`.

## Part II

# Data structures

## 6 ARBtree

ARBtree stands for “associative red-black tree” and implements a structure that can be used in a multitude of scenarios, ranging from a poor man’s sorting mechanism, a sparse bitmap, over to a key-value map. Using a red-black tree as ADT allows for somewhat quick insertion and deletion and small memory footprint for ordered traversals. (Using a hash would have meant to gather all keys first and sort them instead.)

### 6.1 Structural definition

```
#include <libHX/arbtree.h>

struct HXbtree {
    void *uptr;
    /* public readonly: */
    unsigned int items;
    /* Unlisted members are “private”. */
};

struct HXbtree_node {
    union {
        void *key;
        const char *const skey;
    };
    union {
        void *data;
        char *sdata;
    };
    /* Unlisted members are “private”. */
};
```

Member descriptions for `struct HXbtree`:

- **uptr** — a custom user-supplied pointer, usually to aid associating the tree with something else when needed
- **items** — the number of items in the tree. This field tracks the number of items in the tree and is used to report the number of elements to the user, and is updated whenever an element is inserted or removed from the tree. This is faster than deep-walking the tree everytime. The field must not be changed by user.

Member descriptions for `struct HXbtree_node`:

**key** The key for this node. It uniquely identifies the object (node), depending on the implementation of the chosen key comparison function.

**data** Any associated data, in case of a HXBT\_MAP tree.



```

struct HXbtree *b = HXbtree_init(HXBT_ICMP);
HXbtree_add(b, reinterpret_cast(void *, static_cast(long, rand())));

```

Not necessarily pretty, but then again a tree was not originally designed to support non-pointer data. As it stands, it works on many platforms as shown.

Figure 1: Code sample for storing integers

```

struct HXbtree *b = HXbtree_init(HXBT_SCMP);
HXbtree_add(b, "Hello");
HXbtree_add(b, "World");

```

Figure 2: Code sample for storing strings (pointers)

## 6.2 Storage models

### 6.2.1 The (entire) data is the key

To begin the introduction, in this model, the tree serves to store “basic” elements, e. g. integers or strings.

without doing a deep comparison, e. g. integers or strings or any quantity that could be considered atomic. While C programmers may not see a string, essentially an array of char, as atomic, the special-casing of strings in HXbtree makes them rather undividable.

Storing data this way effectively turns the data structure into a bitmap, as all the tree will return when you search for an element is the element itself, or nothing.

String duplication is needed if the data provided by the pointer during the call to `HXbtree_add` may change during the lifetime of the tree, as shown in figure 3. Because the buffer will be overwritten in every iteration, having the tree only store a pointer would infer problems because the tree would effectively be externally changed without updating the tree metadata. This is why `HXBT_CDATA` needs to be specified so that HXbtree will copy the string to a new memory block first before putting the (then new) pointer into the tree. Only if you can be sure that the object will not be modified can you omit `HXBT_CDATA`. What it boils down to is that the primary key (as SQL people call it) may not be modified directly, because this would invalidate the tree structure and metadata. The next storage models will elaborate on this.

### 6.2.2 Data with embedded key

Since it is possible to store any kind of data, non-atomic types such as structs are also eligible. The only component needed is a comparison function that can tell the order or equivalence of two structures. For atomic, integer types, this function is internally provided by and for

```

struct HXbtree *b = HXbtree_init(HXBT_CDATA | HXBT_SCMP);
char c[10];
unsigned int i;

for (i = 0; i < 15; ++i) {
    snprintf(c, sizeof(c), "%u", i);
    HXbtree_add(b, c);
}

```

Figure 3: Storing strings with automatic duplication

```

struct point_with_data {
    int x, y;
    struct timeval timestamp;
    unsigned int flags;
};

```

Figure 4: Storing non-atomic

HXbtree automatically as is for strings; HXBT\_ICMP and HXBT\_SCMP select these, respectively. A very simplistic approach could be:

### 6.2.3 Detached key

It is possible to detach the key from its data struct. The reason to want to do is to associate multiple keys with the same data while being memory efficient and to prevent against change anomalies. That is, if multiple keys are supposed to point to the same data even if the data will be changed (thus all keys associating to it will return the new data).

```

struct point {
    int x, y;
    struct timeval timestamp;
    unsigned int flags;
};

```

to

```

struct point {
    int x, y;
};
struct point_data {
    struct timeval timestamp;
    unsigned int flags;
};

```

When you make use of the feature of associating the same data with multiple keys, HXBT\_CDATA cannot be used, and it must be ensured that the data is valid throughout the lifetime of the nodes in the tree that refer to it.

## 6.3 Constructors

### 6.3.1 HXbtree\_init

```

struct HXbtree *HXbtree_init(unsigned int flags, ...);

```

HXbtree\_init initializes a new binary tree. The bitfield **flags** can contain the following options:

**HXBT\_MAP** This changes the tree semantics to behave like an associative array (key-value pairs). One of HXBT\_CMPFN, HXBT\_SCMP or HXBT\_ICMP must be specified when HXBT\_MAP is selected.

**HXBT\_CKEY** Duplicate the key used for HXbtree\_add before inserting it into the tree. This must only be used when the object to be added is a C-style string.

**HXBT\_CDATA** Duplicate the data used for `HXbtree_add` before inserting it into the tree. This must only be used when the object to be added is a C-style string.

**HXBT\_CMPFN** Selects the function that defines the order of elements in the tree. This pulls one argument from the varargs stack, which must be a function pointer of type `int (*)(const void *, const void *, size_t)`. It will acts as a key comparison function for sorting, searching and traversal. `HXBT_CMPFN` takes precedence over `HXBT_SCMP`, `HXBT_ICMP` in regard to the selection of a comparison function.

**HXBT\_SCMP** The relation between keys is given by their string sorting order. It is an abbreviation for using `HXBT_CMPFN` with `strcmp`.

**HXBT\_ICMP** Use a by-value comparison for the keys (“ICMP” = “integer compare”). This is useful if you plan on using numbers as keys, which must not be dereferenced by `HXbtree`.

**HXBT\_CID** This flag instructs the traverser<sup>3</sup> to copy not the pointer value, but the string pointed to by it, to its internal state, for re-lookup in case the tree changes during traversal. Details: When the tree is changed during traversal, whereby change here does not mean adding or deleting a node, but causing a rebalance in the red-black tree as part of an addition or deletion, the traverser state, which keeps a path to the currently-visited node, may become invalid. The traverser must therefore re-establish this path by walking down to the last known node before it can find the node’s successor. If the node has been deleted and was re-inserted, the address for the key string may have changed though the key itself has not. In this case, the traverser needs to compare by string key, not value. The `HXBT_CID` flag can unfortunately not be implicit for `HXBT_SCMP`, since one can also specify a comparison function of which we do not know its characteristics, using `HXBT_CMPFN`. Also, if you can assure that no tree modifications happen during traversal, not specifying `HXBT_CID` will be faster.

### 6.3.2 HXbtree\_init2

```
struct HXbtree *HXbtree_init2(unsigned int flags,  
    int (*k_compare)(const void *, const void *, size_t),  
    void (*k_clone)(const void *, size_t), void (*k_free)(const void *),  
    void (*d_clone)(const void *, size_t), void (*d_free)(const void *));
```

`HXbtree_init2` is a newer variant that extends `HXbtree_init` by allowing to specify the size of the key and data struct, so that `HXbtree` can duplicate the key and/or data if `HXBT_CKEY` and `HXBT_CDATA` is specified. By default, it will be using `HX_memdup` and `free(3)`. Previously, with `HXbtree_init`, this had to be done by the user as it only supported duplicating strings. The function pointers `k_clone`, `d_clone`, `k_free` and `d_free` may be used to override the defaults if they are non-NULL. The following flags are supported:

**HXBT\_MAP** (as described above)

**HXBT\_CKEY** (as described above)

**HXBT\_CDATA** (as described above)

**HXBT\_SKEY** Select string operations `HX_strdup` and `free` for the key cloning and release by default. The functions can still be overridden by the parameters in the argument list.

---

<sup>3</sup>Most people would call it iterator, but traverser stuck with the code.

**HXBT\_SDATA** Select string operations for data cloning and release by default. The functions can still be overridden by the parameters in the argument list.

**HXBT\_CID** (as described above)

Any other flags, such as **HXBT\_SCMP** and **HXBT\_ICMP**, are not allowed.

## 6.4 Destruction

```
void HXbtree_free(struct HXbtree *tree);
```

The **HXbtree\_free** function will delete the tree and any associated objects. If **HXBT\_MAP** | **HXBT\_CKEY** had been specified during the constructing call to **HXbtree\_init**, all keys are freed too, since they were initially duplicated and are owned by the tree. Conversely, if **HXBT\_CDATA** was specified, **free** is called on all data pointers. It is therefore important that, by the time **HXbtree\_del** is called, the tree only contains nodes with key and data pointers that it actually owns.

## 6.5 Adding nodes

```
struct HXbtree_node *HXbtree_add(struct HXbtree *tree, const void *data);
struct HXbtree_node *HXbtree_add(struct HXbtree *tree,
    const void *key, const void *data);
```

**HXbtree\_add** adds a new node to the tree using the given key and/or data. When an object is in the tree, only parts may be modified that would not change the order of elements. If you need to change the key (which may be packed into **data**, see example in section 6.10.4), you will have to delete the object from the tree and re-insert it.

On success, a pointer to the newly added node is returned if the insertion was successful, or **NULL** otherwise. On error, **errno** will be set appropriately.

## 6.6 Search

```
struct HXbtree_node *HXbtree_find(struct HXbtree *tree, const void *key);
void *HXbtree_get(struct HXbtree *tree, const void *key);
```

**HXbtree\_find** will find the node for the given key. The key can be read from the node using **node->key** or **node->skey** (convenience alias for **key**, but with a type of **const char \***), and the data by using **node->data** or **node->sdata**. **HXbtree\_get** will directly return **node->data** instead of the node itself. Since **HXbtree\_get** may legitimately return **NULL** if **NULL** was stored in the tree as the data for a given key, only **errno** will really tell whether the node was found or not; in the latter case, **errno** is set to **ENOENT**.

## 6.7 Deletion

```
void *HXbtree_del(struct HXbtree *tree, const void *key);
```

Delete the node given by **key** from the tree and return the associated data if the tree does not own the data (because if it does own the data, it has to free it, at which point it cannot be returned), or **NULL** otherwise.

## 6.8 Traversal

```
void *HXbtrav_init(struct HXbtree *tree);
struct HXbtree_node *HXbtraverse(void *trav);
void HXbtrav_free(void *trav);
```

**HXbtrav\_init** Initializes a B-tree traverser on the given tree. Traversal starts at the left-most node.

**HXbtraverse** Returns the next inorder element. The tree may be modified during traversal and the traverser will relookup the nodes in the tree to restore its state. However, for repickup to work, the HXBT\_CID flag to work with non-integer keys.

**HXbtrav\_free** Frees the storage that the traverser used.

## 6.9 Limitations

The implementation has a theoretical minimum on the maximum number of nodes,  $2^{24} = 16,777,216$ . A worst-case tree with this many elements already has a height of 48 (BT\_MAXDEP). The larger the height is that arbtree is supposed to handle, the more memory (linear increase) it needs. All functions that build or keep a path reserve memory for BT\_MAXDEP nodes; on x86\_64 this is 9 bytes per ⟨node, direction⟩ pair, amounting to 432 bytes for path tracking alone. It may not sound like a lot to many, but given that kernel people can limit their stack usage to 4096 bytes is impressive alone<sup>4</sup>.

## 6.10 Examples

### 6.10.1 Case-insensitive ordering

This one is easy:

```
b = HXbtree_init(HXBT_MAP | HXBT_CMPFN, strcasecmp);
```

### 6.10.2 Reverse sorting order ( $Z \rightarrow A$ )

Any function that behaves like `strcmp` can be used. It merely has to return negative when  $a < b$ , zero on  $a = b$ , and positive non-zero when  $a > b$ .

```
static int strcmp_rev(const void *a, const void *b)
{
    return strcmp(b, a);
}
```

```
b = HXbtree_init(HXBT_MAP | HXBT_CMPFN, strcmp_rev);
```

### 6.10.3 Data-only tree

It is unknown if this usage is really that often used. I mean, you can abuse a self-balancing tree in a number of ways, for example to sort elements.

---

<sup>4</sup>Not always of course. Linux kernels are often configured to use an 8K stack because some components still use a lot of stack space, but even 8K is still damn good.

```

b = HXbtree_init(HXBT_SCMP);
HXbtree_add(b, "cheese");
HXbtree_add(b, "cake");
HXbtree_add(b, "fruit");
HXbtree_add(b, "cake");

```

Now you have the elements in the tree, and traversing it will return them in ordered fashion. It is my gut feeling though, that inserting the elements into a HXdeque instead, converting that to a zvec and then running `qsort` is faster.

Another application that comes to mind is a very sparse bitmap:

```

b = HXbtree_init(HXBT_ICMP);
/* Grab six random numbers from 1..49 */
for (i = 0; i < 6; ++i)
    HXbtree_add(b, (const void *)HX_irand(1, 50));

```

#### 6.10.4 Non-associative tree

Keys can be stored together with their actual data, especially when they are not just composed of a single integer or string, bundling them with their data may make sense:

```

struct package {
    char *name;
    unsigned int major_version;
    unsigned int minor_version;
    char notes[64];
};

static int package_cmp(const void *a, const void *b)
{
    const struct package *p = a, *q = b;
    int ret;
    ret = strcmp(p->name, q->name);
    if (ret != 0)
        return ret;
    ret = p->major_version - q->major_version;
    if (ret != 0)
        return ret;
    ret = p->minor_version - q->minor_version;
    if (ret != 0)
        return ret;
    return 0;
}

HXbtree_init(HXBT_CMPFN, myobject_cmp);

```

In this case, the key consists of `<package name, major version, minor version>`.

## 7 Doubly-linked list

HXdeque is a data structure for a doubly-linked non-circular NULL-sentined list. Despite being named a deque, which is short for double-ended queue, and which may be implemented using an array, HXdeque is in fact using a linked list to provide its deque functionality. Furthermore, a dedicated root structure and decicated node structures with indirect data referencing are used.

### 7.1 Structural definition

```
#include <libHX/deque.h>

struct HXdeque {
    struct HXdeque_node *first, *last;
    unsigned int items;
    void *ptr;
};

struct HXdeque_node {
    struct HXdeque_node *next, *prev;
    struct HXdeque *parent;
    void *ptr;
};
```

The `ptr` member in `struct HXdeque` provides room for an arbitrary custom user-supplied pointer. `items` will reflect the number of elements in the list, and must not be modified. `first` and `last` provide entypoints to the list's ends.

`ptr` within `struct HXdeque_node` is the pointer to the user's data. It may be modified and used at will by the user. See example section .

### 7.2 Constructor, destructors

```
struct HXdeque *HXdeque_init(void);
void HXdeque_free(struct HXdeque *dq);
void HXdeque_genocide(struct HXdeque *dq);
void **HXdeque_to_vec(struct HXdeque *dq, unsigned int *num);
```

To allocate a new empty list, use `HXdeque_init`. `HXdeque_free` will free the list (including all nodes owned by the list), but not the data pointers.

`HXdeque_genocide` is a variant that will not only destroy the list, but also calls `free()` on all stored data pointers. This puts a number of restrictions on the characteristics of the list: all data pointers must have been obtained with `malloc` , `calloc` or `realloc` before, and no data pointer must exist twice in the list. The function is more efficient than an open-coded loop over all nodes calling `HXdeque_del`.

To convert a linked list to a NULL-terminated array, `HXdeque_to_vec` can be used. If `num` is not NULL, the number of elements excluding the NULL sentinel, is stored in `*num`.

### 7.3 Addition and removal

```
struct HXdeque_node *HXdeque_push(struct HXdeque *dq, void *ptr);
struct HXdeque_node *HXdeque_unshift(struct HXdeque *dq, void *ptr);
```

```

void *HXdeque_pop(struct HXdeque *dq);
void *HXdeque_shift(struct HXdeque *dq);
struct HXdeque *HXdeque_move(struct HXdeque_node *target,
                             struct HXdeque_node *node);
void *HXdeque_del(struct HXdeque_node *node);

```

`HXdeque_push` and `HXdeque_unshift` add the data item in a new node at the end (“push”) or as the new first element (“unshift” as Perl calls it), respectively. The functions will return the new node on success, or `NULL` on failure and `errno` will be set. The node is owned by the list.

`HXdeque_pop` and `HXdeque_shift` remove the last (“pop”) or first (“shift”) node, respectively, and return the data pointer that was stored in the data.

`HXdeque_move` will unlink a node from its list, and reinsert it after the given target node, which may be in a different list.

Deleting a node is accomplished by calling `HXdeque_del` on it. The data pointer stored in the node is not freed, but returned.

## 7.4 Iteration

Iterating over a `HXdeque` linked list is done manually and without additional overhead of function calls:

```

const struct HXdeque_node *node;
for (node = dq->first; node != NULL; node = node->next)
    do_something(node->ptr);

```

## 7.5 Searching

```

struct HXdeque_node *HXdeque_find(struct HXdeque *dq, const void *ptr);
void *HXdeque_get(struct HXdeque *dq, void *ptr);

```

`HXdeque_find` searches for the node which contains `ptr`, and does so by beginning at the start of the list. If no node is found, `NULL` is returned. If a pointer is more than once in the list, any node may be returned.

`HXdeque_get` will further return the data pointer stored in the node — however, since that is just what the `ptr` argument is, the function practically only checks for existence of `ptr` in the list.

## 7.6 Examples

In this example, all usernames are obtained from NSS, and put into a list. `HX_strdup` is used, because `getpwent` will overwrite the buffer it uses to store its results. The list is then converted to an array, and the list is freed (because it is not need it anymore). `HXdeque_genocide` must not be used here, because it would free all the data pointers (strings here) that were just inserted into the list. Finally, the list is sorted using the well-known `qsort` function. Because `strcmp` takes two `const char *` arguments, but `qsort` mandates a function taking two `const void *`, a cast can be used to silence the compiler. This only works because we know that the array consists of a bunch of `char *` pointers, so `strcmp` will work.



```

#include <stdio.h>
#include <stdlib.h>
#include <string.h>
#include <libHX/defs.h>
#include <libHX/deque.h>
#include <libHX/string.h>
#include <pwd.h>

int main(void)
{
    struct HXdeque *dq = HXdeque_init();
    struct passwd *pw;
    unsigned int elem;
    char **users;

    setpwent();
    while ((pw = getpwent()) != NULL)
        HXdeque_push(dq, HX_strdup(pw->pw_name));
    endpwent();

    users = reinterpret_cast(char **, HXdeque_to_zvec(dq, &elem));
    HXdeque_free(dq);

    qsort(users, elem, sizeof(*users), static_cast(void *, strcmp));
    return 0;
}

```

Figure 5: Example use of HXdeque to store and sort a list

## 8 Inline doubly-linked list

Classical linked-list implementations, such as HXdeque, either store the actual data within a node, or indirectly through a pointer, but the “inline doubly-linked list” instead does it reverse and has the list head within the data structure.

```
struct package_desc {
    char *package_name;
    int version;
};
struct classic_direct_node {
    struct classic_direct_node *next, *prev;
    struct package_desc direct_data;
};
struct classic_indirect_node {
    struct classic_indirect_node *next, *prev;
    void *indirect_data;
};
```

Figure 6: Classic linked-list implementations with direct/indirect data blocks.

```
struct package_desc {
    struct HXlist_head list;
    char *package_name;
    int version;
};
```

Figure 7: List head (next,prev pointers) inlined into the data block

At first glance, an inline list does not look much different from `struct classic_direct_data`, it is mostly a viewpoint decision which struct is in the foreground.

### 8.1 When to use HXdeque/HXlist

The choice whether to use HXdeque or HXlist/HXclist depends on whether one wants the list head handling on the developer or on the library. Especially for “atomic” and “small” data, it might be easier to just let HXdeque do the management. Compare the following two code examples to store strings:

```
int main(int argc, const char **argv)
{
    struct HXdeque *dq = HXdeque_init();
    while (--argc)
        HXdeque_push(dq, ++argv);
    return 0;
}
```

Figure 8: Storing strings in a HXdeque

```

struct point p = {15, 30};
HXdeque_push(dq, &p);
HXdeque_push(dq, &p);

```

Figure 10: Data can be added multiple times in a HXdeque without ill effects

```

struct element {
    struct HXlist_head list;
    char *data;
};

int main(int main, const char **argv)
{
    HXLIST_HEAD(lh);
    while (--argc) {
        struct element *e = malloc(sizeof(*e));
        e->data = *++argv;
        HXlist_init(&e->list);
        HXlist_add_tail(&e->list);
    }
    return 0;
}

```

Figure 9: Storing strings in a HXlist

These examples assume that `argv` is persistent, which, for the sample, is true.

With HXlist, one needs to have a struct with a HXlist\_head in it, and if one does not already have such a struct —e. g. by means of wanting to store more than just one value — one will need to create it first, as shown, and this may lead to an expansion of code.

This however does not mean that HXlist is the better solution over HXdeque for data already available in a struct. As each struct has a list\_head that is unique to the node, it is not possible to share this data. Trying to add a HXlist\_head to another list is not going to end well, while HXdeque has no problem with this as list heads are detached from the actual data in HXdeque.

## 9 Counted inline doubly-linked list

clist is the inline doubly-linked list from chapter 8, extended by a counter to retrieve the number of elements in the list in  $\mathcal{O}(1)$  time. This is also why all operations always require the list head. For traversal of clists, use the corresponding HXlist macro.

### 9.1 Synopsis

```
#include <libHX/clist.h>

struct HXclist_head {
    unsigned int items;
    /* Undocumented fields are considered "private" */
};

HXCLIST_HEAD(name);
void HXclist_init(struct HXclist_head *head);
void HXclist_del(struct HXclist_head *head, struct HXlist_thead *node);
void HXclist_unshift(struct HXclist_head *head, struct HXlist_head *new_node);
void HXclist_push(struct HXclist_head *head, struct HXlist_head *new_node);
type HXclist_pop(struct HXclist_head *head, type, member);
type HXclist_shift(struct HXclist_head *head, type, member);
```

## Part III

# Strings and memory

## 10 String operations

Some string functions are merely present in libHX because they are otherwise unportable; some are only in the C libraries of the BSDs, some only in GNU libc.

### 10.1 ctype helpers

Functions from the `<ctype.h>` header, including, but not limited to, `isalpha`, `tolower`, and so forth, are defined to take an “int” as first argument. Strings used in C programs are usually “char\*”, without any “signed” or “unsigned” qualifier. By a high-level view, which also matches daily common sense, characters (a.k.a. letters) have no notion of signedness — there is no “positive” or “negative” “A” in at least the Latin alphabet that is mapped into the ASCII set. In fact, `char*` could either be `signed char*` or `unsigned char*`, depending on the compiler settings. Only when you start interpreting and using characters as a number does such become important.

There come the problems. Characters are in the same class as numbers in C, that is, can be implicitly converted from or to a “number” (in this case, their ASCII code point) without causing a compiler warning. That may be practical in some cases, but is also a bit “unfortunate”. Characters, when interpreted as the 8-bit signed numeric quantity they are implicitly convertible to, run from 0 to 127 and  $-128$  to  $-1$ . Since the `isalpha` function and others from `ctype.h` take a (signed) `int` as argument means that values fed to `isalpha` are sign-extended, preserving negative values.

```
/* “hyvää yötä”, UTF-8 encoded */
const char h[] = {'h', 'y', 'v', 0xc3, 0xa4, 0xc3, 0xa4, ' ',
                  'y', 0xc3, 0xb6, 't', 0xc3, 0xa4};
```

When you now pass `h[3]` to `isalpha` for example (regardless of whether doing so actually produces a meaningful result), the CPU is instructed to copy “0xc3” into a register and sign-extend it (because “char” is often “signed char”, see above), producing `0xfffffc3` ( $-61$ ). But passing  $-61$  is not what was intended.

libHX’s `ctype_helper.h` therefore provides wrappers with a different function signature that uses zero extension (not sign extension) by means of using an `unsigned` quantity. Currently this is `unsigned char`, because `isalpha`’s domain only goes from 0–255. The implication is that you cannot pass EOF to `HX_isalpha`.

```
#include <libHX/ctype_helper.h>

bool HX_isalnum(unsigned char c);
bool HX_isalpha(unsigned char c);
bool HX_isdigit(unsigned char c);
bool HX_islower(unsigned char c);
bool HX_isprint(unsigned char c);
bool HX_isspace(unsigned char c);
bool HX_isupper(unsigned char c);
bool HX_isxdigit(unsigned char c);
```

```

unsigned char HX_tolower(unsigned char c);
unsigned char HX_toupper(unsigned char c);

```

The `is*` functions also differ from `ctype`'s in that they return `bool` instead of `int`. Not all functions from `ctype.h` are present either; `isascii`, `isblank`, `iscntrl`, `isgraph`, `ispunct` and `isxdigit` have been omitted as the author has never needed them so far.

## 10.2 libxml2 helpers

`libxml2` uses an “`xmlChar`” type as an underlying type for the strings that it reads and outputs. `xmlChar` is typedef'ed to `unsigned char` by `libxml2`, causing compiler warnings related to differing signedness whenever interacting with strings from the outside world, which are usually just a pointer to `char`. Because casting would be a real chore, `libxml_helper.h` will do it by providing some wrappers with better argument types.

```

#include <libHX/libxml_helper.h>

int xml_strcmp(const xmlChar *a, const char *b);
char *xml_getprop(xmlNode *node, const char *attr);
xmlAttr *xml_newprop(xmlNode *node, const char *attr);
xmlNode *xml_newnode(xmlNs *ns, const char *name);
xmlAttr *xml_setprop(xmlNode *node, const char *name, const char *value);

```

The functions map to `strcmp(3)`, `xmlGetProp`, `xmlNewProp`, `xmlNewNode` and `xmlSetProp`, respectively.

## 10.3 Locating chars

```

#include <libHX/string.h>

char *HX_strbchr(const char *start, const char *now, char delimiter);
size_t HX_strrcspn(const char *s, const char *reject);

```

**HX\_strbchr** Searches the character specified by `delimiter` in the range from `now` to `start`. It works like `strrchr(3)`, but begins at `now` rather than the end of the string.

**HX\_strrcspn** Works like `strcspn(3)`, but processes the string from end to start.

## 10.4 Extraction

```

#include <libHX/string.h>

char *HX_basename(const char *s);
char *HX_dirname(const char *s);
char *HX_strmid(const char *s, long offset, long length);

```

**HX\_basename** Returns a pointer to the basename portion of the supplied path `s`. The result must not be freed.

**HX\_dirname** Returns a pointer to a new string that contains the directory name portion (everything except basename). When done using the string, it must be freed to avoid memory leaks.

**HX\_strmid** Extract a substring of **length** characters from **s**, beginning at **offset**. If **offset** is negative, counting begins from the end of the string; **-1** is the last character (not the **'\0'** byte). If **length** is negative, it will leave out that many characters off the end. The function returns a pointer to a new string, and the user has to free it.

## 10.5 In-place transformations

```
#include <libHX/string.h>
```

```
char *HX_chomp(char *s);  
size_t HX_strltrim(char *s);  
char *HX_strlower(char *s);  
char *HX_strrev(char *s);  
size_t HX_strrtrim(char *s);  
char *HX_strupper(char *s);
```

**HX\_chomp** Removes the characters **'\r'** and **'\n'** from the right edge of the string. Returns the original argument.

**HX\_strltrim** Trim all whitespace (characters on which **isspace(3)** return true) on the left edge of the string. Returns the number of characters that were stripped.

**HX\_strlower** Transforms all characters in the string **s** into lowercase using **tolower(3)**. Returns the original argument.

**HX\_strrev** Reverse the string in-place. Returns the original argument.

**HX\_strrtrim** Trim all whitespace on the right edge of the string. Returns the number of characters that were stripped.

**HX\_strupper** Transforms all characters in the string **s** into uppercase using **toupper(3)**. Returns the original argument.

## 10.6 Tokenizing

```
#include <libHX/string.h>
```

```
char **HX_split(const char *s, const char *delimiters, size_t *fields);  
int HX_split5(char *s, const char *delimiters, int max, char **stack);  
char *HX_strsep(char **sp, const char *delimiters);  
char *HX_strsep2(char **sp, const char *dstr);
```

**HX\_split** Split the string **s** on any characters from the “**delimiters**” string. If **fields** is not NULL, the number of elements produced will be stored in **\*fields**. The result is a NULL-terminated array of **char \***, and the user needs to free it when done with it, preferably using **HX\_zvecfree**.

**HX\_split5** Split the string **s** in-place on any characters from the “**delimiters**” string, but produce at most **max-1** fields. The results are stored in the **stack** array, which must have space for at least **max** members; this is so a NULL sentinel can be placed. The number of fields produced is returned.

**HX\_strsep** Extract tokens from a string.

This implementation of **strsep** has been added since the function is non-standard (according to the manpage, conforms to BSD4.4 only) and may not be available on every operating system.

This function extracts tokens, separated by one of the characters in **delimiters**. The string is modified in-place and thus must be writable. The delimiters in the string are then overwritten with `'\0'`, **\*sp** is advanced to the character after the delimiter, and the original pointer is returned. After the final token, **strsep** will return **NULL**.

**HX\_strsep2** Like **HX\_strsep**, but **dstr** is not an array of delimiting characters, but an entire substring that acts as a delimiter.

## 10.7 Size-bounded string ops

```
#include <libHX/string.h>
```

```
char *HX_strlcat(char *dest, const char *src, size_t length);
char *HX_strlcpy(char *dest, const char *src, size_t length);
char *HX_strlncat(char *dest, const char *src, size_t dlen, size_t slen);
```

**HX\_strlcat** and **HX\_strlcpy** provide implementations of the BSD-originating **strlcat**(3) and **strlcpy**(3). **strlcat** and **strlcpy** are less error-prone variants for **strncat** and **strncpy** as they always take the length of the entire buffer specified by **dest**, instead of just the length that is to be written. The functions guarantee that the buffer is `'\0'`-terminated.

## 10.8 Allocation-related

```
#include <libHX/string.h>
```

```
void *HX_memdup(const void *ptr, size_t length);
char *HX_strdup(const char *str);
char *HX_strclone(char **pa, const char *pb);

#ifdef __cplusplus
template<typename type> type HX_memdup(const void *ptr, size_t length);
#endif
```

**HX\_memdup** Duplicates **length** bytes from the memory area pointed to by **ptr** and returns a pointer to the new memory block.

**HX\_strdup** Duplicates the string. The function is equivalent to **strdup**, but the latter may not be available on all platforms.

**HX\_strclone** Copies the string pointed to by **pb** into **\*pa**. If **\*pa** was not **NULL** by the time **HX\_strclone** was called, the string is freed before a new one is allocated. The function returns **NULL** and sets **errno** to **EINVAL** if **pb** is **NULL** (this way it can be freed), or, if **malloc** fails, returns **NULL** and leaves **errno** at what **malloc** set it to.

The use of this function is deprecated, albeit no replacement is proposed.



## 10.9 Examples

### 10.9.1 Using HX\_split5

HX\_split5, where the “5” should be interpreted (with a bit of imagination and the knowledge of leetspeak) as an “S” for stack, as HX\_split5 is often used only with on-stack (automatic) variables, as the example for parsing `/etc/passwd` shows:

```
char *stack[8];
hxmc_t *line = NULL;

while (HX_getl(&line, fp) != NULL) {
    if (HX_split5(line, ":", ARRAY_SIZE(stack), stack) < 7) {
        fprintf(stderr, "That does not look like a valid line.\n");
        continue;
    }
    printf("Username: %s\n", stack[0]);
}
```

### 10.9.2 Using HX\_strsep

HX\_strsep provides for thread- and reentrant-safe tokenizing a string where strtok from the C standard would otherwise fail.

```
char line[] = "root:x:0:0:root:/root:/bin/bash";
char *wp, *p;

wp = line;
while ((p = HX_strsep(&wp, ":")) != NULL)
    printf("%s\n", p)
```

## 11 Memory containers

The HXmc series of functions provide scripting-like semantics for strings, especially automatically resizing the buffer on demand. They can also be used to store a binary block of data together with its length. (Hence the name: mc = memory container.)

The benefit of using the HXmc functions is that one does not have to meticulously watch buffer and string sizes anymore.

```
/* Step 1 */
char buf[whatever was believed to be long enough] = "helloworld";
if (strlen(buf) + strlen(".txt") < sizeof(buf))
    strcat(s, ".txt");

/* Step 2 */

char buf[long_enough] = "helloworld";
strlcat(s, ".txt", sizeof(buf));

/* Step 3 */

hxmc_t *buf = HXmc_strinit("helloworld");
HXmc_strcat(&s, ".txt");
```

Figure 11: Improvement of string safety over time

This makes it quite similar to the string operations (and append seems to be the most commonly used one to me) supported in scripting languages that also do without a size argument. The essential part of such memory containers is that their internal (hidden) metadata structure contains the length of the memory block in the container. For binary data this may be the norm, but for C-style strings, the stored and auto-updated length field serves as an accelerator cache. For more details, see `HXmc_length`.

Of course, the automatic management of memory comes with a bit of overhead as the string expands beyond its preallocated region. Such may be mitigated by doing explicit (re)sizing.

### 11.1 Structural overview

HXmc functions do not actually return a pointer to the memory container (e.g. struct) itself, but a pointer to the data block. Conversely, input parameters to HXmc functions will be the data block pointer. It is of type `hxmc_t *`, which is typedef'ed to `char *` and inherits all properties and privileges of `char *`. Pointer arithmetic is thus supported. It also means you can just pass it to functions that take a `char *` without having to do a member access like `s.c_str`. The drawback is that many functions operating on the memory container need a `hxmc_t **` (a level-two indirection), because not only does the memory block move, but also the memory container itself. This is due to the implementation of the container metadata which immediately and always precedes the writable memory block.

HXmc ensures that the data block is terminated by a NUL byte (unless you trash it), so you do not have to, and of course, to be on the safe side. But, the automatic NUL byte is not part of the region allocated by the user. That is, when one uses the classic approach with `malloc(4096)`, the user will have control of 4096 bytes and has to stuff the NUL byte in there somehow on his own; for strings this means the maximum string length is 4095. Requesting

space for a 4096-byte sized `HXmc` container gives you the possibility to use all 4096 bytes for the string, because `HXmc` provides a NUL byte.

By the way, `hxmc_t` is the *only* typedef in this entire library, to distinguish it from regular `char *` that does not have a backing memory container.

## 11.2 Constructors, destructors

```
hxmc_t *HXmc_strinit(const char *s);
hxmc_t *HXmc_meminit(const void *ptr, size_t size);
```

**HXmc\_strinit** Creates a new `hxmc_t` object from the supplied string and returns it.

**HXmc\_meminit** Creates a new `hxmc_t` object from the supplied memory buffer of the given size and returns it. `HXmc_meminit(NULL, len)` may be used to obtain an empty container with a preallocated region of `len` bytes (zero is accepted for `len`).

## 11.3 Data manipulation

### 11.3.1 Binary-based

```
hxmc_t *HXmc_trunc(hxmc_t **mc, size_t len);
hxmc_t *HXmc_setlen(hxmc_t **mc, size_t len);
hxmc_t *HXmc_memcpy(hxmc_t **mc, const void *ptr, size_t len);
hxmc_t *HXmc_memcat(hxmc_t **mc, const void *ptr, size_t len);
hxmc_t *HXmc_mempcat(hxmc_t **mc, const void *ptr, size_t len);
hxmc_t *HXmc_memins(hxmc_t **mc, size_t pos, const void *ptr, size_t len);
hxmc_t *HXmc_memdel(hxmc_t **mc, size_t pos, size_t len);
```

When `ptr` is `NULL`, each call behaves as if `len` would be zero. Specifically, no undefined behavior will result of the use of `NULL`.

**HXmc\_trunc** Truncates the container's data to `len` size. If `len` is greater than the current data size of the container, the length is in fact *not* updated, but a reallocation may be triggered, which can be used to do explicit allocation.

**HXmc\_setlen** Set the data length, doing a reallocation of the memory container if needed. The newly available bytes are uninitialized. Make use of this function when letting 3rd party functions write to the buffer, but it should not be used with `HXmc_str*()`,

**HXmc\_memcpy** Truncates the container's data and copies `len` bytes from the memory area pointed to by `ptr` to the container.

**HXmc\_memcat** Concatenates (appends) `len` bytes from the memory area pointed to by `ptr` to the container's data.

**HXmc\_mempcat** Prepends `len` bytes from the memory area pointed to by `ptr` to the container's data.

**HXmc\_memins** Prepends `len` bytes from the memory area pointed to by `ptr` to the `pos`'th byte of the container's data.

**HXmc\_memdel** Deletes `len` bytes from the container beginning at position `pos`.

In case of a memory allocation failure, the `HXmc_*` functions will return `NULL`.

### 11.3.2 String-based

The string-based functions correspond to their binary-based equivalents with a `len` argument of `strlen(s)`.

```
hxmc_t *HXmc_strcpy(hxmc_t **mc, const char *s);
hxmc_t *HXmc_strcat(hxmc_t **mc, const char *s);
hxmc_t *HXmc_strpcat(hxmc_t **mc, const char *s);
hxmc_t *HXmc_strins(hxmc_t **mc, size_t pos, const char *s);
```

### 11.3.3 From auxiliary sources

```
hxmc_t *HX_getl(hxmc_t **mc, FILE *fp);
```

**HX\_getl** Read the next line from `fp` and store the result in the container. Returns `NULL` on error, or when end of file occurs while no characters have been read.

## 11.4 Container properties

```
size_t HXmc_length(const hxmc_t **mc);
```

**HXmc\_length** Returns the length of the memory container. This is not always equal to the actual string length. For example, if `HX_chomp` was used on an MC-backed string, `strlen` will return less than `HXmc_length` if newline control characters (`'\r'` and `'\n'`) were removed.

## 12 Format templates

HXformat is something in the direction of `printf()`, but the argument list is not implemented by means of `varargs`, so is flexible even beyond compile time. You can change the format string — in fact, just let the user configuration provide it — without having to worry about argument evaluation problems. Positional and optional arguments are simply free.

HXfmt is a small template system used to substitute strings supplied by the user and containing placeholders, by appropriate expansion values defined by the program. Such can be used to allow for flexible configuration files that define key-value mappings such as

```
detect_peer = ping6 -c1 %(ADDR)
#detect_peer = nmap -sP %(ADDR) | grep -Eq "appears to be up"
```

Consider for example a monitoring daemon that allows the administrator to specify a program of his choice with which to detect whether a peer is alive or not. The user can choose any program that is desired, but evidently needs to pass the address to be tested to the program. This is where the daemon will do a substitution of the string “`ping -c1 %(ADDR)`” it read from the config file, and put the actual address in it before finally executing the command.

```
printf("%s has %u files\n", user, num);
printf("%2$s files belong to %1$s\n", num, user);
```

“`%s`” (or “`%1$s`” here) specifies how large “`user`” is — `sizeof(const char *)` in this case. If that is missing, there is no way to know the offset of “`num`” relative to “`user`”, making `varargs` retrieval impossible.

Figure 12: `printf` positional parameters

`printf`, at least from GNU libc, has something vaguely similar: positional parameters. They have inherent drawbacks, though. One is of course the question of portability, but there is a bigger issue. All parameters must be specified, otherwise there is no way to determine the location of all following objects following the missing one on the stack in a `varargs`-function like `printf`., which makes it unsuitable to be used with templates where omitting some placeholders is allowed.

### 12.1 Initialization, use and deallocation

```
#include <libHX/option.h>

struct HXbtree *HXformat_init(void);
void HXformat_free(struct HXbtree *table);
int HXformat_add(struct HXbtree *table, const char *key,
                const void *ptr, unsigned int ptr_type);
```

`HXformat_init` will allocate and set up a simple string-to-string map `HXbtree` that is used for the underlying storage, and returns it.

To release the substitution table and memory associated with it, call `HXformat_free`.

`HXbtree_add` is used to add substitution entries. Even though a string data-based `HXbtree` is used, one can specify other types such as numeral types. `ptr_type` describes the type behind `ptr` and are constants from `option.h` (cf. section 16.2) — not all constants can be used, though, and their meaning also differs from what `HX_getopt` or `HX_shconfig` use them for — the two could be seen as “read” operations, while `HXformat` is a write operation.

### 12.1.1 Immediate types

“Immediate types” are resolved when `HXformat_add` is called, that is, they are copied and inserted into the tree, and are subsequently independent from any changes to variables in the program. Because the HXopt-originating type name, that is, `HXTYPE_*`, is also used for deferred types, the constant `HXFORMAT_IMMED` needs to be specified on some types to denote an immediate value.

- `HXTYPE_STRING` — `ptr` is a `const char *`.
- `HXTYPE_{U,}{CHAR,SHORT,INT,LONG,LLONG}` | `HXFORMAT_IMMED` — mapping to the standard types

### 12.1.2 Deferred types

“Deferred types” are resolved on every invocation of a formatter function (`HXformat_printf`). The expansions may be changed by modifying the underlying variable pointed to, but the pointer must remain valid and its pointee not go out of scope. Figure 13 shows the difference in a code sample.

- `HXTYPE_STRP` — `ptr` is a `const char *const *`; the pointer resolution is deferred until the formatter is called with one of the `HXformat_printf` functions. Deferred in the sense it is always resolved anew.
- `HXTYPE_BOOL` — `ptr` is a `const int *`.
- `HXTYPE_{U,}{CHAR,SHORT,INT,LONG,LLONG}` — mapping to the standard types with one indirection (e.g. `int *`)
- `HXTYPE_{FLOAT,DOUBLE}` — mapping to the two floating-point types with one indirection (e.g. `double *`)

## 12.2 Invoking the formatter

```
int HXformat_aprintf(struct HXbtree *table, hxmc_t **dest, const char *template);
int HXformat_sprintf(struct HXbtree *table, char *dest, size_t size, const char *t
int HXformat_fprintf(struct HXbtree *table, FILE *filp, const char *template);
```

**HXformat\_aprintf** Substitute placeholders in `template` using the given table. This will produce a string in a HX memory container (`hxmc_t`), and the pointer is put into `*dest`. The caller will be responsible for freeing it later when it is done using the result.

**HXformat\_sprintf** Do substitution and store the expanded result in the buffer `dest` which is of size `size`.

**HXformat\_fprintf** Do substitution and directly output the expansion to the given stdio stream.

On success, the length of the expanded string is returned, excluding the trailing `'\0'`. While `HXformat_sprintf` will not write more than `size` bytes (including the `'\0'`), the length it would have taken is returned, similar to what `sprintf` does. On error, negative `errno` is returned.

## 12.3 Examples

```

const char *b = "Hello World";
char c[] = "Hello World";
struct HXbtree *table = HXformat_init();
HXformat_add(table, "%(GREETING1)", b, HXTYPE_STRING);
HXformat_add(table, "%(GREETING2)", &c, HXTYPE_STRP);
b = NULL;
snprintf(c, sizeof(c), "Hello Home");
HXformat_aprintf(...);

```

Upon calling `HXformat_printf`, `%(GREETING1)` will expand to “Hello World” whereas `%(GREETING2)` will expand to “Hello Home”.

Figure 13: Immediate and deferred resolution

## Part IV

# Filesystem operations

## 13 Directory traversal

libHX provides a minimal readdir-style wrapper for cross-platform directory traversal. This is needed because platforms such as do not have readdir (e.g. Win32), or to work around peculiarities in the lower implementation. Solaris's `struct dirent` for example is “too small”, that is, `readdir` will cause a buffer overrun when Linux code is directly ported to it without anticipating for this scenario. libHX's `dir.c` mitigates this.

### 13.1 Synopsis

```
#include <libHX/misc.h>

void *HXdir_open(const char *directory);
const char *HXdir_read(void *handle);
void HXdir_close(void *handle);
```

`HXdir_open` returns a pointer to its private data area, or `NULL` upon failure, in which case `errno` is preserved from the underlying system calls. `HXdir_read` causes the next entry from the directory to be fetched. The pointer returned by `HXdir_read` must not be freed, and the data is overwritten in subsequent calls to the same handle. If you want to keep it around, you will have to duplicate it yourself. `HXdir_close` will close the directory and free the private data it held.

### 13.2 Example

```
void *dh;
if ((dh = HXdir_open(".")) == NULL) {
    fprintf(stderr, "Could not open directory: %s\n", strerror(errno));
    return;
}
while ((dentry = HXdir_read(dh)) != NULL)
    printf("%s\n", dentry);
HXdir_close(dh);
```

This sample will open the current directory, and print out all entries as it iterates over them.

## 14 Directory operations

### 14.1 Synopsis

```
#include <libHX/misc.h>

int HX_mkdir(const char *path);
int HX_rmdir(const char *path);
```



`HX_mkdir` will create the directory given by `path`, and all its parents that do not exist yet. It is equivalent to the `'mkdir -p'` shell command. It will return `>0` for success, or `-errno` on error.

`HX_rmdir` also maps to an operation commonly done on the shell, `'rm -Rf'`, deleting the directory given by `path`, including all files within it and its subdirectories. Errors during deletion are ignored, but if there was any, the `errno` value of the first one is returned negated.

## 15 File operations

### 15.1 Synopsis

```
#include <libHX/misc.h>
```

```
int HX_copy_file(const char *src, const char *dest, unsigned int flags, ...);  
int HX_copy_dir(const char *src, const char *dest, unsigned int flags, ...);
```

Possible flags that can be used with the functions:

**HXF\_KEEP** Do not overwrite existing files.

**HXF\_UID** Change the new file's owner to the UID given in the varargs section (...). **HXF\_UID** is processed before **HXF\_GID**.

**HXF\_GID** Change the new file's group owner to the GID given in the varargs section. This is processed after **HXF\_UID**.

Error checking is flakey.

`HX_copy_file` will return `>0` on success, or `-errno` on failure. Errors can arise from the use of the syscalls `open`, `read` and `write`. The return value of `fchmod`, which is used to set the UID and GID, is actually ignored, which means verifying that the owner has been set cannot be detected with `HX_copy_file` alone (historic negligence?).

## Part V

# Options and Configuration Files

## 16 Option parsing

libHX uses a table-based approach like `libpopt`<sup>5</sup>. It provides for both long and short options and the different styles associated with them, such as absence or presence of an equals sign for long options (`--foo=bar` and `--foo bar`), bundling (writing `-abc` for non-argument taking options `-a -b -c`), squashing (writing `-fbar` for an argument-requiring option `-f bar`). The “lone dash” that is often used to indicate standard input or standard output, is correctly handled<sup>6</sup>, as in `-f -`.

### 16.1 Synopsis

```
#include <libHX/option.h>

struct HXoption {
    const char *ln;
    char sh;
    unsigned int type;
    int ival;
    const char *sval;
    void *ptr, *uptr;
    void (*cb)(const struct HXoptcb *);
    const char *help, *htyp;
};

int HX_getopt(const struct HXoption *options_table, int *argc,
              const char ***argv, unsigned int flags);
```

The various fields of `struct HXoption` are:

**ln** The long option name, if any. May be `NULL` if none is to be assigned for this entry.

**sh** The short option name/character, if any. May be `'\0'` if none is to be assigned for this entry.

**type** The type of the entry, essentially denoting the type of the target variable.

**ival** An integer value to be stored into `*(int *)ptr` when `HXTYPE_IVAL` is used.

**sval** A string whose address will be stored into `*(const char **)ptr` when `HXTYPE_SVAL` is used.

**ptr** A pointer to the variable so that the option parser can store the requested data in it. The pointer may be `NULL` in which case no data is stored (but `cb` is still called if defined, with the data).

**uptr** A user-supplied pointer. Its value is passed verbatim to the callback, and may be used for any purpose the user wishes.

---

<sup>5</sup>The alternative would be an iterative, open-coded approach like `getopt(3)` requires.

<sup>6</sup>`popt` failed to do this for a long time.

- cb** If not NULL, call out to the referenced function after the option has been parsed (and the results possibly be stored in **ptr**)
- help** A help string that is shown for the option when the option table is dumped by request (e.g. `yourprgram --help`)
- htyp** String containing a keyword to aid the user in understanding the available options during dump. See examples.

Due to the amount of fields, it is advised to use C99 named initializers to populate a struct, as they allow to omit unspecified fields, and assume no specific order of the members:

```
struct HXoption e = {.sh = 'f', .help = "Force"};
```

It is a sad fact that C++ has not gotten around to implement these yet. It is advised to put the option parsing code into a separate `.c` file that can then be compiled in C99 rather than C++ mode.

## 16.2 Type map

- HXTYPE\_NONE** The option does not take any argument, but the presence of the option may be record by setting the `*(int *)ptr` to 1. Other rules apply when `HXOPT_INC` or `HXOPT_DEC` are specified as flags (see section 16.3).
- HXTYPE\_VAL** Use the integer value specified by `ival` and store it in `*(int *)ptr`.
- HXTYPE\_SVAL** Use the memory location specified by `sval` and store it in `*(const char **)ptr`.
- HXTYPE\_BOOL** Interpret the supplied argument as a boolean descriptive (must be “yes”, “no”, “on”, “off”, “true”, “false”, “0” or “1”) and store the result in `*(int *)ptr`.
- HXTYPE\_STRING** The argument string is duplicated to a new memory region and the resulting pointer stored into `*(char **)ptr`. This incurs an allocation so that subsequently modifying the original argument string in any way will not falsely propagate.
- HXTYPE\_STRDQ** The argument string is duplicated to a new memory region and the resulting pointer is added to the given `HXdeque`. Note that you often need to use deferred initialization of the options table to avoid putting NULL into the entry. See section 16.6.1.

The following table lists the types that map to the common integral. Signed and unsigned integral types are processed using `strtol` and `strtoul`, respectively. `strtol` and `strtoul` will be called with automatic base detection. This usually means that a leading “0” indicates the string is given in octal (8) base, a leading “0x” indicates hexadecimal (16) base, and decimal (10) otherwise. `HXTYPE_LLONG`, `HXTYPE_ULLONG`, `HXTYPE_INT64` and `HXTYPE_UINT64` use `strtoll` and/or `strtoull`, which may not be available on all platforms.

type	Type of pointee	type	Type of pointee
HXTYPE_CHAR	char	HXTYPE_INT8	int8_t
HXTYPE_UCHAR	unsigned char	HXTYPE_UINT8	uint8_t
HXTYPE_SHORT	short	HXTYPE_INT16	int16_t
HXTYPE_USHORT	unsigned short	HXTYPE_UINT16	uint16_t
HXTYPE_INT	int	HXTYPE_INT32	int32_t
HXTYPE_UINT	unsigned int	HXTYPE_UINT32	uint32_t
HXTYPE_LONG	long	HXTYPE_INT64	int64_t
HXTYPE_ULONG	unsigned long	HXTYPE_UINT64	uint64_t
HXTYPE_LLONG	long long	HXTYPE_FLOAT	float
HXTYPE_ULLONG	unsigned long long	HXTYPE_DOUBLE	double

Table 3: Integral and floating-point types for the libHX option parser

HXTYPE\_FLOAT and HXTYPE\_DOUBLE make use of `strtod` (`strtof` is not used). A corresponding type for the “long double” format is not specified, but may be implemented on behalf of the user via a callback (see section 16.8.3).

### 16.3 Flags

Flags can be combined into the `type` parameter by OR’ing them. It is valid to not specify any flags at all, but most flags collide with one another.

**HXOPT\_INC** Perform an increment on the memory location specified by the `*(int *)ptr` pointer. Make sure the referenced variable is initialized before!

**HXOPT\_DEC** Perform a decrement on the pointee.

Only one of `HXOPT_INC` and `HXOPT_DEC` may be specified at a time, and they require that the base type is `HXTYPE_NONE`, or they will have no effect. An example may be found in section 16.8.1.

**HXOPT\_NOT** Binary negation of the argument directly after reading it from the command line into memory. Any of the three following operations are executed with the already-negated value.

**HXOPT\_OR** Binary “OR”s the pointee with the specified/transformed value.

**HXOPT\_AND** Binary “AND”s the pointee with the specified/transformed value.

**HXOPT\_XOR** Binary “XOR”s the pointee with the specified/transformed value.

Only one of (`HXOPT_OR`, `HXOPT_AND`, `HXOPT_XOR`) may be specified at a time, but they can be used with any integral type (`HXTYPE_UINT`, `HXTYPE_ULONG`, etc.). An example can be found in section 16.8.2.

**HXOPT\_OPTIONAL** This flag allows for an option to take zero or one argument. Needless to say that this can be confusing to the user. *iptables*’s “-L” option for example is one of this kind (though it does not use the libHX option parser). When this flag is used, “-f -b” is interpreted as -f without an argument, as is “-f --bar”. “-f -” of course is not, because “-” is not an option, but serves to indicate standard input/output.

## 16.4 Special entries

HXopt provides two special entries via macros:

**HXOPT\_AUTOHELP** Adds entries to recognize “-?” and “--help” that will display the (long-format) help screen, and “--usage” that will display the short option syntax overview. All three options will exit the program afterwards.

**HXOPT\_TABLEEND** This sentinel marks the end of the table and is required on all tables. (See examples for details.)

## 16.5 Invoking the parser

```
int HX_getopt(const struct HXoption *options_table, int *argc,
              const char ***argv, unsigned int flags);
```

**HX\_getopt** is the actual parsing function. It takes the option table, and a pointer to your **argc** and **argv** variables that you get from the **main** function. The parser will, unlike GNU **getopt**, literally “eats” all options and their arguments, leaving only non-options in **argv**, and **argc** updated, when finished. This is similar to how Perl’s “**Getopt::Long**” module works. Additional flags can control the exact behavior of **HX\_getopt**:

**HXOPT\_PTHRU** “Passthrough mode”. Any unknown options are not “eaten” and are instead passed back into the resulting **argv** array.

**HXOPT\_QUIET** Do not print any diagnostics when encountering errors in the user’s input.

**HXOPT\_HELPONERR** Display the (long-format) help when an error, such as an unknown option or a violation of syntax, is encountered.

**HXOPT\_USAGEONERR** Display the short-format usage syntax when an error is encountered.

The return value can be one of the following:

**-HXOPT\_ERR\_UNKN** An unknown option was encountered.

**-HXOPT\_ERR\_VOID** An argument was given for an option which does not allow one. In practice this only happens with “--foo=bar” when --foo is of type **HXTYPE\_NONE**, **HXTYPE\_VAL** or **HXTYPE\_SVAL**. This does not affect “--foo bar”, because this can be unambiguously interpreted as “bar” being a remaining argument to the program.

**-HXOPT\_ERR\_MIS** Missing argument for an option that requires one.

**positive non-zero** Success.

## 16.6 Pitfalls

### 16.6.1 Staticness of tables

The following is an example of a trap regarding **HXTYPE\_STRDQ**:

```
static struct HXdeque *dq;

static bool get_options(int *argc, const char ***argv)
{
```

```

    static const struct HXoption options_table[] = {
        {.sh = 'N', .type = HXTYPE_STRDQ, .q_strdq = dq,
         .help = "Add name"},
        HXOPT_TABLEEND,
    };
    return HX_getopt(options_table, argc, argv, HXOPT_USAGEONERR) > 0;
}

int main(int argc, const char **argv)
{
    dq = HXdeque_init();
    get_options(&argc, &argv);
    return 0;
}

```

The problem here is that `options_table` is, due to the `static` keyword, initialized at compile-time where `dq` is still `NULL`. To counter this problem and have it doing the right thing, you must remove the `static` qualifier on the options table when used with `HXTYPE_STRDQ`, so that it will be evaluated when it is first executed.

It was not deemed worthwhile to have `HXTYPE_STRDQ` take an indirect `HXdeque` (`struct HXdeque **`) instead just to bypass this issue. (Live with it.)

## 16.7 Limitations

The HX option parser has been influenced by both `popt` and `Getopt::Long`, but eventually, there are differences:

- Long options with a single dash (“`-foo bar`”). This unsupported syntax clashes very easily with support for option bundling or squashing. In case of bundling, “`-foo`” might actually be “`-f -o -o`”, or “`-f oo`” in case of squashing. It also introduces redundant ways to specify options, which is not in the spirit of the author.
- Options using a “+” as a prefix, as in “`+foo`”. Xterm for example uses it as a way to negate an option. In the author’s opinion, using one character to specify options is enough — by GNU standards, a negator is named “`--no-foo`”. Even Microsoft stuck to a single option introducing character (that would be “/”).
- Table nesting like implemented in `popt`. `HXopt` has no provision for nested tables, as the need has not come up yet. It does however support chained processing (see section 16.8.4). You cannot do nested tables even with callbacks, as the new `argv` array is only put in place shortly before `HX_getopt` returns.

## 16.8 Examples

### 16.8.1 Verbosity levels

```

static int verbosity = 1; /* somewhat silent by default */
static const struct HXoption options_table[] = {
    {.sh = 'q', .type = HXTYPE_NONE | HXOPT_DEC, .q_int = &verbosity,
     .help = "Reduce verbosity"},
    {.sh = 'v', .type = HXTYPE_NONE | HXOPT_INC, .q_int = &verbosity,
     .help = "Increase verbosity"},
}

```

```

        HXOPT_TABLEEND,
    };

```

This sample option table makes it possible to turn the verbosity of the program up or down, depending on whether the user specified `-q` or `-v`. By passing multiple `-v` flags, the verbosity can be turned up even more. The range depends on the “int” data type for your particular platform and compiler; if you want to have the verbosity capped at a specific level, you will need to use an extra callback:

```

static int verbosity = 1;

static void v_check(const struct HXoptcb *cbi)
{
    if (verbosity < 0)
        verbosity = 0;
    else if (verbosity > 4)
        verbosity = 4;
}

static const struct HXoption options_table[] = {
    {.sh = 'q', .type = HXTYPE_NONE | HXOPT_DEC, .q_int = &verbosity,
     .cb = v_check, .help = "Lower verbosity"},
    {.sh = 'v', .type = HXTYPE_NONE | HXOPT_INC, .q_int = &verbosity,
     .cb = v_check, .help = "Raise verbosity"},
    HXOPT_TABLEEND,
};

```

### 16.8.2 Mask operations

```

/* run on all CPU cores by default */
static unsigned int cpu_mask = ~0U;
/* use no network connections by default */
static unsigned int net_mask = 0;
static struct HXoption options_table[] = {
    {.sh = 'c', .type = HXTYPE_UINT | HXOPT_NOT | HXOPT_AND,
     .q_uint = &cpu_mask,
     .help = "Mask of cores to exclude", .htyp = "cpu_mask"},
    {.sh = 'n', .type = HXTYPE_UINT | HXOPT_OR, .q_uint = &net_mask,
     .help = "Mask of network channels to additionally use",
     .htyp = "channel_mask"},
    HXOPT_TABLEEND,
};

```

What this options table does is `cpu_mask &= ~x` and `net_mask |= y`, the classic operations of clearing and setting bits.

### 16.8.3 Support for non-standard actions

Supporting additional types or custom storage formats is easy, by simply using `HXTYPE_STRING`, `NULL` as the data pointer (usually by not specifying it at all), the pointer to your data in the user-specified pointer `uptr`, and the callback function in `cb`.

```

struct fixed_point {
    int integral;
    unsigned int fraction;
};

static struct fixed_point number;

static void fixed_point_parse(const struct HXoptcb *cbi)
{
    char *end;

    number.integral = strtol(cbi->data, &end, 0);
    if (*end == '\\0')
        number.fraction = 0;
    else if (*end == '.')
        number.fraction = strtoul(end + 1, NULL, 0);
    else
        fprintf(stderr, "Illegal input.\\n");
}

static const struct HXoption options_table[] = {
    {.sh = 'n', .type = HXTYPE_STRING, .cb = fixed_point_parse,
     .uptr = &number, .help = "Do this or that",
     HXOPT_TABLEEND,
};

```

#### 16.8.4 Chained argument processing

On the first run, only `--cake` and `--fruit` is considered, which is then used to select the next set of accepted options. Note that `HXOPT_DESTROY_OLD` is used here, which causes the `argv` that is produced by the first invocation of `HX_getopt` in the `get_options` function to be freed as it gets replaced by a new `argv` again by `HX_getopt` in `get_cakes/get_fruit`. `HXOPT_DESTROY_OLD` is however *not* specified in the first invocation, because the initial `argv` resides on the stack and cannot be freed.

```

static bool get_cakes(int *argc, const char ***argv)
{
    struct HXoption option_table[] = {
        ...
    };
    return HX_getopt(cake_table, argc, argv,
        HXOPT_USAGEONERR | HXOPT_DESTROY_OLD) > 0;
}

static bool get_fruit(int *argc, const char ***argv)
{
    struct HXoption fruit_table[] = {
        ...
    };
    return HX_getopt(fruit_table, argc, argv,
        HXOPT_USAGEONERR | HXOPT_DESTROY_OLD) > 0;
}

```



```

}

static bool get_options(int *argc, const char ***argv)
{
    int cake = 0, fruit = 0;
    struct HXoption option_table[] = {
        {.ln = "cake", .type = HXTYPE_NONE, .ptr = &cake},
        {.ln = "fruit", .type = HXTYPE_NONE, .ptr = &fruit},
        HXOPT_TABLEEND,
    };
    if (HX_getopt(option_table, argc, argv, HXOPT_PTHRU) <= 0)
        return false;
    if (cake)
        return get_cakes(argc, argv);
    else if (fruit)
        return get_fruit(argc, argv);
    return false;
}

```

## 17 Shell-style configuration file parser

libHX provides functions to read shell-style configuration files. Such files are common, for example, in `/etc/sysconfig` on Linux systems. The format is pretty basic; it only knows about “key=value” pairs and does not even have sections like INI files. Not relying on any features however makes them quite interchangeable as the syntax is accepted by Unix Shells.

Lines beginning with a hash mark (#) are ignored, as are empty lines and unrecognized keys.

```
# Minimum / maximum values for automatic UID selection
UID_MIN=100
UID_MAX=65000

# Home directory base
HOME="/home"
#HOME="/export/home"
```

Any form of variable or parameter substitution or expansion is highly implementation specific, and is not supported in libHX’s reader. Even Shell users should not rely on it as you never know in which context the configuration files are evaluated. Still, you will have to escape specific sequences like you would need to in Shell. The use of single quotes is acceptable. That means:

```
AMOUNT="US\$5"
AMOUNT='US$5'
```

### 17.1 Synopsis

```
#include <libHX/option.h>

int HX_shconfig(const char *file, const struct HXoption *table);
int HX_shconfig_pv(const char **path_vec, const char *file,
                  const struct HXoption *table, unsigned int flags);
```

The `shconfig` parser reuses `struct HXoption` that fits very well in specifying name-pointer associations. `HX_shconfig` will read the given file using the key-to-pointer mappings from the table to store the variable contents. Of `struct HXoption`, described in section 16.1, only the “ln”, “type” and “ptr” fields are used. The list of accepted types is described in section 16.2.

To parse a file, call `HX_shconfig` function with the corresponding parameters. If you want to read configuration files from different paths, i.e. to build up on default values, you can use `HX_shconfig_pv`<sup>7</sup>, which is a variant for reading a file from multiple locations. Its purpose is to facilitate reading system-wide settings which are then overridden by a file in the users home directory, for example (per-setting-override). It is also possible to do per-file-override, that is, a file in the home directory has higher precedence than a system-wide one in such a way that the system-wide configuration file is not even read. This is accomplished by traversing the paths in the “other” direction (actually you have to turn the array around) and stopping at the first existing file by use of the `SHCONF_ONE` flag.

**SHCONF\_ONE** Parsing files will stop after one file has been successfully parsed. This allows for a “personal overrides system config” style.

The call to `HX_shconfig` will either return `>0` for success, `0` for no success (actually, this is never returned) and `-errno` for an error.

---

<sup>7</sup>pv = path vector

## 17.2 Example

### 17.2.1 Per-setting-override

```
long uid_min, uid_max;
char *passwd_file;
struct HXoption options_table[] = {
    {.ln = "UID_MIN", .type = HXTYPE_LONG, .ptr = &uid_min},
    {.ln = "UID_MAX", .type = HXTYPE_LONG, .ptr = &uid_max},
    {.ln = "PWD_FILE", .type = HXTYPE_STRING, .ptr = &passwd_file},
    HXOPT_TABLEEND,
};
const char *home = getenv("HOME");
const char *paths[] = {"/etc", home, NULL};
HX_shconfig(paths, "test.cf", options_table, 0);
```

### 17.2.2 Per-file-override

```
const char *home = getenv("HOME");
const char *paths[] = {home, "/usr/local/etc", "/etc", NULL};
HX_shconfig_pv(paths, "test.cf", options_table, SHCONF_ONE);
```

## Part VI

# Systems-related components

## 18 Random numbers

### 18.1 Function overview

```
#include <libHX/misc.h>
```

```
int HX_rand(void);
```

```
unsigned int HX_irand(unsigned int min, unsigned int max);
```

**HX\_rand** Retrieve the next random number, with  $0 \leq n < 2^{b-1}$  where  $b$  is the number of bits in an “int”. This is different than libc’s **rand** which returns a number  $0 \leq n \leq \text{RAND\_MAX}$ .

**HX\_irand** Retrieve the next random number and fold it so that  $\text{min} \leq n < \text{max}$ .

### 18.2 Implementation information

On systems that provide operating system-level random number generators, predominantly Linux and Unix-alikes such as BSD and Solaris, these will be used when they are available and random numbers are requested through **HX\_rand** or **HX\_irand**.

On Linux, Solaris and the BSDs, this is `/dev/urandom`.

If no random number generating device is available (and libHX configured to use it), it will fall back to using the libc’s **rand** function. If libc is selected for random number generation, **srand** will be called on library initialization with what is believed to be good defaults — usually this will be before a program’s **main** function with normal linking, but may actually happen later when used with **dlopen**. The initial seed would be the current microtime when **gettimeofday** is available, or just the seconds with **time**. To counter the problem of different programs potentially using the same seed within a time window of a second due to the limited granularity of standard **time**, the seed is augmented by process ID and parent process ID where available.

`/dev/random` is not used on Linux because it may block during read, and `/dev/urandom` is just as good when there is entropy available. If you need definitive PRNG security, perhaps use one from a crypto suite such as OpenSSL.

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