NAME

alloc − allocate memory

SYNTAX

#include <alloc.h>

char ***alloc**(*new*);

void **alloc_free**(*x*);

void **alloc_re**(&*x*,*old*,*new*);

char **x*;
unsigned int *old*;
unsigned int *new*;

DESCRIPTION

alloc allocates enough space from the heap for *new* bytes of data, adequately aligned for any data type. *new* may be 0. **alloc** returns a pointer to the space. If space is not available, **alloc** returns 0, setting **errno** appropriately.

alloc_free returns space to the heap.

alloc_re expands the space allocated to *x* from *old* bytes to *new* bytes. It allocates new space, copies *old* bytes from the old space to the new space, returns the old space to the heap, and changes *x* to point to the new space. It then returns 1. If space is not available, **alloc_re** returns 0, leaving the old space alone.

SEE ALSO

sbrk(2), malloc(3), error(3)