

The List Library  
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# Chapter 1

## C Data Structure Library: List Library

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0.2.1

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### 1.1 Introduction

This document specifies the List Library which belongs to the C Data Structure Library. The basic structure is from David Hanson's book, "C Interfaces and Implementations." I modified the original implementation to make it more appropriate for my other projects and to enhance its readability; for example a prefix is used more strictly in order to avoid the user namespace pollution.

Since the book explains its design and implementation in a very comprehensive way, not to mention the copyright issues, it is nothing but waste to repeat it here, so I finish this document by giving introduction to the library; how to use the facilities is deeply explained in files that define them.

The List Library reserves identifiers starting with `list_` and `LIST_`, and imports the Assertion Library (which requires the Exception Handling Library) and the Memory Management Library.

## 1.2 How to Use The Library

The List Library is a typical implementation of a list in which nodes have one pointer to their next nodes; a list with two pointers to its next and previous nodes is implemented in the Doubly-Linked List Library. The storage used to maintain a list itself is managed by the library, but any storage allocated for data stored in nodes should be managed by a user program; the library provides functions to help it.

Similarly for other data structure libraries, use of the List Library follows this sequence: create, use and destroy. Except for functions to inspect lists, all other functions do one of them in various ways.

As opposed to a doubly-linked list, a singly-linked list does not support random access, thus there are facilities to aid sequential access to a list: [list\\_toarray\(\)](#), [list\\_map\(\)](#) and [LIST\\_FOREACH\(\)](#). These facilities help a user to convert a list to an array, call a user-defined function for each node in a list and traverse a list.

As always, if functions that should allocate storage to finish their job fail memory allocation, an exception `mem_exceptionfail` is raised rather than returning an error indicator like a null pointer.

The following paragraphs describe differences this library has when compared to other data structure libraries.

In general, pointers that library functions take and return point to descriptors for the data structure the library implements. Once an instance of the structure is created, the location of a descriptor for it remains unchanged until destroyed. This property does not hold for pointers that this library takes and returns. Those pointers in this library point to the head node of a list rather than a descriptor for it. Because it can be replaced as a result of operations like adding or removing a node, a user program is obliged to update the pointer variable it passed with a returned one. Functions that accept a list and return a modified list are [list\\_push\(\)](#), [list\\_pop\(\)](#) and [list\\_reverse\(\)](#).

A null pointer, which is considered invalid in other libraries, is a valid and only representation for an empty list. This means creating a null pointer of the `list_t *` type in effect creates an empty list. You can freely pass it to any functions in this library and they are guaranteed to work well with it. Because of this, functions to add data to a list can be considered to also create lists; invoking them with a null pointer gives you a list containing the given data. This includes [list\\_list\(\)](#), [list\\_append\(\)](#), [list\\_push\(\)](#) and [list\\_copy\(\)](#).

It is considered good to hide implementation details behind an abstract type with only interfaces exposed when designing and implementing a data structure. Exposing its implementation to users often brings nothing beneficial but unnecessary dependency on it. In this implementation, however, the author decided to expose its implementation since its merits triumph demerits; see the book for more discussion on this issue.

## 1.3 Boilerplate Code

Using a list starts with creating it. If you need just an empty list, declaring a variable of the `list_t *` type and then making it a null pointer is enough to make one. [list\\_list\(\)](#),

[list\\_append\(\)](#), [list\\_push](#) and [list\\_copy\(\)](#) also create a list by providing a null-terminated sequence of data for each node, combining two lists, pushing a node with a given data to a list and duplicating a list. As noted, you can use a null pointer as arguments for those functions.

Once a list has been created, a new node can be pushed ([list\\_push\(\)](#)) and inspected ([list\\_pop\(\)](#)). [list\\_pop\(\)](#) pops a node (that is, gets rid of a node with returning the data in it). If you need to handle a list as if it were an array, [list\\_toarray\(\)](#) converts a list to a dynamically-allocated array. You can find the length of the resulting array by calling [list\\_length\(\)](#) or specifying a value used as a terminator (a null pointer in most cases). A function, [list\\_map\(\)](#) and a macro, [LIST\\_FOREACH\(\)](#) also provide a way to access nodes in sequence. [list\\_reverse\(\)](#) reverses a list, which is useful when it is necessary to repeatedly access a list in the reverse order.

[list\\_free\(\)](#) destroys a list that is no longer necessary, but note that any storage that is allocated by a user program does not get freed with it; [list\\_free\(\)](#) only returns back the storage allocated by the library.

As an example, the following code creates a list and stores input characters into each node until EOF encountered. After read, it prints the characters twice by traversing the list and converting it to an array. Since the last input character resides in the head node, the list behaves like a stack, which is the reason [list\\_push\(\)](#) and [list\\_pop\(\)](#) are named so. The list is then reversed and again prints the stored characters by popping nodes; since it is reversed, the order in which character are printed out differs from the former two cases.

```
int c;
int i;
char *p;
void *pv, **a;
list_t *mylist, *iter;

mylist = NULL;
while ((c = getc(stdin)) != EOF) {
    MEM_NEW(p);
    *p = c;
    mylist = list_push(mylist, p);
}

LIST_FOREACH(iter, mylist) {
    putchar(*(char *)iter->data);
}
putchar('\n');

a = list_toarray(mylist, NULL);
for (i = 0; a[i] != NULL; i++)
    putchar(*(char *)a[i]);
putchar('\n');
MEM_FREE(a);

mylist = list_reverse(mylist);

while (list_length(mylist) > 0) {
    mylist = list_pop(mylist, &pv);
    putchar(*(char *)pv);
    MEM_FREE(pv);
}
putchar('\n');
```

```
list_free(&mylist);
```

where `MEM_NEW()` and `MEM_FREE()` come from the Memory Management Library.

In this example, the storage for each node is returned back when popping nodes from the list. If `list_map()` were used instead to free storage, a call like this:

```
list_map(mylist, mylistfree, NULL);
```

would be used, where a call-back function, `mylistfree()` is defined as follows:

```
void mylistfree(void **pdata, void *ignored)
{
    MEM_FREE(*pdata);
}
```

## 1.4 Future Directions

### 1.4.1 Circular Lists

Making lists circular enables appending a new node to them to be done in a constant time. The current implementation where the last nodes point to nothing makes `list_append()` take time proportional to the number of nodes in a list, which is, in other words, the time complexity of `list_append()` is  $O(N)$ .

## 1.5 Contact Me

Visit <http://project.woong.org> to get the latest version of this library. Only a small portion of my homepage (<http://www.woong.org>) is maintained in English, thus one who is not good at Korean would have difficulty when navigating most of other pages served in Korean. If you think the information you are looking for is on pages written in Korean you cannot read, do not hesitate to send me an email asking for help.

Any comments about the library are welcomed. If you have a proposal or question on the library just email me, and then I will reply as soon as possible.

## 1.6 Copyright

I do not wholly hold the copyright of this library; it is mostly held by David Hanson as stated in his book, "C: Interfaces and Implementations:"

Copyright (c) 1994,1995,1996,1997 by David R. Hanson.

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For the parts I added or modified, the following applies:

Copyright (C) 2009-2011 by Jun Woong.

This package is a singly-linked list implementation by Jun Woong. The implementation was written so as to conform with the Standard C published by ISO 9899:1990 and ISO 9899:1999.

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## **Chapter 2**

### **Todo List**

**Global [list\\_append](#)** Improvements are possible and planned:

- the time complexity of the current implementation is  $O(N)$  where  $N$  indicates the number of nodes in a list. With a circular list, where the next node of the last node set to the head node, it is possible for both pushing and appending to be done in a constant time.

## Chapter 3

# Data Structure Index

### 3.1 Data Structures

Here are the data structures with brief descriptions:

[list\\_t](#) (Node in a list ) . . . . . 13



## Chapter 4

# File Index

### 4.1 File List

Here is a list of all documented files with brief descriptions:

<a href="#">list.c</a> (Source for List Library (CDSL) ) . . . . .	<a href="#">15</a>
<a href="#">list.h</a> (Documentation for List Library (CDSL) ) . . . . .	<a href="#">22</a>





## Chapter 5

# Data Structure Documentation

### 5.1 list\_t Struct Reference

represents a node in a list.

```
#include <list.h>
```

Collaboration diagram for list\_t:

#### Data Fields

- void \* [data](#)
- struct [list\\_t](#) \* [next](#)

#### 5.1.1 Detailed Description

represents a node in a list.

This implementation for a linked list does not employ a separate data structure for the head or tail node; see the implementation of the Doubly-Linked List Library for what this means. By imposing on its users the responsibility to make sure that a list given to the library functions is appropriate for their tasks, it attains simpler implementation.

The detail of struct [list\\_t](#) is intentionally exposed to the users (as opposed to be hidden in an opaque type) because doing so is more useful. For example, a user does not need to complicate the code by calling, say, [list\\_push\(\)](#) just in order to make a temporary list node. Declaring it as having the type of [list\\_t](#) (as opposed to [list\\_t \\*](#)) is enough. In addition, an [list\\_t](#) object can be embedded in a user-created data structure directly.

## 5.1.2 Field Documentation

### 5.1.2.1 `void* list_t::data`

pointer to data

### 5.1.2.2 `struct list_t* list_t::next` [read]

pointer to next node

The documentation for this struct was generated from the following file:

- [list.h](#)

## Chapter 6

# File Documentation

### 6.1 list.c File Reference

Source for List Library (CDSL).

```
#include <stdarg.h>
#include <stddef.h>
#include "cbl/assert.h"
#include "cbl/memory.h"
#include "list.h"
```

Include dependency graph for list.c:

#### Functions

- `list_t *()` `list_push` (`list_t *list`, `void *data`)  
*pushes a new node to a given list.*
- `list_t *()` `list_list` (`void *data`,...)  
*constructs a new list using a given sequence of data.*
- `list_t *()` `list_append` (`list_t *list`, `list_t *tail`)  
*appends a list to another.*

- `list_t*() list_copy (const list_t *list)`  
*duplicates a list.*
- `list_t*() list_pop (list_t *list, void **pdata)`  
*pops a node from a list and save its data (pointer) into a given pointer object.*
- `list_t*() list_reverse (list_t *list)`  
*reverses a list.*
- `size_t() list_length (const list_t *list)`  
*counts the length of a list.*
- `void() list_free (list_t **plist)`  
*destroys a list.*
- `void() list_map (list_t *list, void apply(void **, void *), void *cl)`  
*calls a user-provided function for each node in a list.*
- `void **() list_toarray (const list_t *list, void *end)`  
*converts a list to an array.*

### 6.1.1 Detailed Description

Source for List Library (CDSL).

### 6.1.2 Function Documentation

#### 6.1.2.1 `list_t*() list_append (list_t *list, list_t *tail)`

appends a list to another.

`list_append()` combines two lists by appending `tail` to `list`, which makes the next pointer of the last node in `list` point to the first node of `tail`.

Possible exceptions: `mem_exceptfail`

Unchecked errors: foreign data structure given for `list` and `tail`

#### Warning:

Do not forget that a null pointer is considered an empty list, not an error.

#### Parameters:

- ↔ *list* list to which *tail* appended
- ← *tail* list to append to *list*

**Returns:**

appended list whose (pointer) value should be the same as `list`

**Todo**

Improvements are possible and planned:

- the time complexity of the current implementation is  $O(N)$  where  $N$  indicates the number of nodes in a list. With a circular list, where the next node of the last node set to the head node, it is possible for both pushing and appending to be done in a constant time.

**6.1.2.2 `list_t*() list_copy (const list_t * list)`**

duplicates a list.

`list_copy()` creates a new list by copying nodes of `list`.

Possible exceptions: `mem_exceptfail`

Unchecked errors: foreign data structure given for `list`

**Warning:**

Note that the data pointed by nodes in `list` are not duplicated. An empty list results in returning a null pointer, which means an empty list.

**Parameters:**

$\leftarrow$  *list* list to duplicate

**Returns:**

duplicated list

**6.1.2.3 `void() list_free (list_t ** plist)`**

destroys a list.

`list_free()` destroys a list by deallocating storages for each node. After the call the list is empty, which means that it makes a null pointer. If `plist` points to a null pointer, `list_free()` does nothing since it means an empty list.

Possible exceptions: none

Unchecked errors: pointer to foreign data structure given for `plist`

**Warning:**

Note that the type of `plist` is a double pointer to `list_t`.

**Parameters:**

$\leftrightarrow$  *plist* pointer to list to destroy

**Returns:**

nothing

**6.1.2.4 `size_t() list_length (const list_t * list)`**

counts the length of a list.

`list_length()` counts the number of nodes in `list`.

Possible exceptions: none

Unchecked errors: foreign data structure given for `list`

**Parameters:**

← *list* list whose nodes counted

**Returns:**

length of list

Here is the caller graph for this function:

**6.1.2.5 `list_t*() list_list (void * data, ...)`**

constructs a new list using a given sequence of data.

`list_list()` constructs a list whose nodes contain a sequence of data given as arguments; the first argument is stored in the head (first) node, the second argument in the second node, and so on. There should be a way to mark the end of the argument list, which a null pointer is for. Any argument following a null pointer argument is not invalid, but ignored.

Possible exceptions: `mem_exceptfail`

Unchecked errors: none

**Warning:**

Calling `list_list()` with one argument, a null pointer, is not treated as an error. Such a call requests an empty list, so returned; note that a null pointer is an empty list.

**Parameters:**

← *data* data to store in head node of new list

← ... other data to store in new list

**Returns:**

new list containing given sequence of data

### 6.1.2.6 void() list\_map (list\_t \* list, void applyvoid \*\*, void \*, void \* cl)

calls a user-provided function for each node in a list.

For each node in a list, `list_map()` calls a user-provided callback function; it is useful when doing some common task for each node. The pointer given in `cl` is passed to the second parameter of a user callback function, so can be used as a communication channel between the caller of `list_map()` and the callback. Since the callback has the address of `data` (as opposed to the value of `data`) through the first parameter, it is free to change its content. One of cases where `list_map()` is useful is to deallocate storages given for `data` of each node. Differently from the original implementation, this library also provides a marco named `LIST_FOREACH()` that can be used in the similar situation.

Possible exceptions: none (user-provided function may raise some)

Unchecked errors: foreign data structure given for `list`, user callback function doing something wrong (see the warning below)

#### Warning:

Be warned that modification to a list like pushing and popping a node before finishing `list_map()` must be done very carefully and highly discouraged. For example, in a callback function popping a node from the same list `list_map()` is applying to may spoil subsequent tasks depending on which node `list_map()` is dealing with. It is possible to provide a safer version, but not because such an operation is not regarded as appropriate to the list.

#### Parameters:

- ↔ *list* list with which `apply` called
- ← *apply* user-provided function (callback)
- ← *cl* passing-by argument to `apply`

#### Returns:

nothing

### 6.1.2.7 list\_t\*() list\_pop (list\_t \* list, void \*\*pdata)

pops a node from a list and save its data (pointer) into a given pointer object.

`list_pop()` copies a pointer value stored in the head node of `list` to a pointer object pointed to by `pdata` and pops the node. If the given list is empty `list_pop()` does nothing and just returns `list`. If `pdata` is a null pointer `list_pop()` just pops without saving any data.

Possible exceptions: none

Unchecked errors: foreign data structure given for `list`

#### Parameters:

- ← *list* list from which head node popped

→ *pdata* points to pointer into which data (pointer value) stored

**Warning:**

The return value of `list_pop()` has to be used to update the variable for the list passed. `list_pop()` takes a list and returns a modified list.

**Returns:**

list with its head node popped

**6.1.2.8 list\_t\*() list\_push (list\_t \* *list*, void \* *data*)**

pushes a new node to a given list.

`list_push()` pushes a pointer value `data` to a given list `list` with creating a new node. The null pointer given for `list` is considered to indicate an empty list, thus not treated as an error.

Possible exceptions: `mem_exceptfail`

Unchecked errors: foreign data structure given for `list`

**Parameters:**

← *list* list to which `data` pushed

← *data* data to push into `list`

**Warning:**

The return value of `list_push()` has to be used to update the variable for the list passed. `list_push()` takes a list and returns a modified list.

**Returns:**

modified list

**6.1.2.9 list\_t\*() list\_reverse (list\_t \* *list*)**

reverses a list.

`list_reverse()` reverses a given list, which eventually makes its first node the last and vice versa.

Possible exceptions: none

Unchecked errors: foreign data structure given for `list`

**Parameters:**

← *list* list to reverse



**Warning:**

The return value of `list_reverse()` has to be used to update the variable for the list passed. `list_reverse()` takes a list and returns a reversed list.

**Returns:**

reversed list

**6.1.2.10 void\*\*() list\_toarray (const list\_t \* list, void \* end)**

converts a list to an array.

`list_toarray()` converts a given list to an array whose elements correspond to the data stored in nodes of the list. This is useful when, say, sorting a list. A function like `array_tolist()` is not necessary because it is easy to construct a list scanning elements of an array, for example:

```
for (i = 0; i < ARRAY_SIZE; i++)
    list = list_push(list, array[i]);
```

The last element of the constructed array is assigned by `end`, which is a null pointer in most cases. Do not forget to deallocate the array when it is unnecessary.

Possible exceptions: `mem_exceptfail`

Unchecked errors: foreign data structure given for `list`

**Warning:**

The size of an array generated for an empty list is not zero, since there is always an end-mark value.

**Parameters:**

← *list* list to convert to array

← *end* end-mark to save in last element of array

**Returns:**

array converted from list

Here is the call graph for this function:

## 6.2 list.h File Reference

Documentation for List Library (CDSL).

```
#include <stddef.h>
```

Include dependency graph for list.h:

This graph shows which files directly or indirectly include this file:

### Data Structures

- struct [list\\_t](#)  
*represents a node in a list.*

### Defines

- #define [LIST\\_FOREACH](#)(pos, list) for ((pos) = (list); (pos); (pos)=(pos) → next)  
*iterates for each node of a list*

### Functions

#### list creating functions:

- [list\\_t](#) \* [list\\_list](#) (void \*,...)  
*constructs a new list using a given sequence of data.*
- [list\\_t](#) \* [list\\_append](#) ([list\\_t](#) \*, [list\\_t](#) \*)  
*appends a list to another.*

- `list_t * list_push (list_t *, void *)`  
*pushes a new node to a given list.*
- `list_t * list_copy (const list_t *)`  
*duplicates a list.*

#### data/information retrieving functions:

- `list_t * list_pop (list_t *, void **)`  
*pops a node from a list and save its data (pointer) into a given pointer object.*
- `void ** list_toarray (const list_t *, void *)`  
*converts a list to an array.*
- `size_t list_length (const list_t *)`  
*counts the length of a list.*

#### list destroying functions:

- `void list_free (list_t **)`  
*destroys a list.*

#### list handling functions:

- `void list_map (list_t *, void(void **, void *), void *)`
- `list_t * list_reverse (list_t *)`  
*reverses a list.*

### 6.2.1 Detailed Description

Documentation for List Library (CDSL).

Header for List Library (CDSL).

### 6.2.2 Define Documentation

#### 6.2.2.1 `#define LIST_FOREACH(pos, list) for ((pos) = (list); (pos); (pos)=(pos) → next)`

iterates for each node of a list

`LIST_FOREACH()` macro is useful when doing some task for every node of a list. For example, the following example deallocates storages for `data` of each node in a list named `list` and destroy `list` itself using `list_free()`:

```
list_t *t;

LIST_FOREACH(t, list)
{
    MEM_FREE(t->data);
}
list_free(list);
```

The braces enclosing the call to `MEM_FREE` are optional in this case as you may omit them in the ordinary iterative statements. After the loop `list` is untouched and `t` becomes indeterminate (if the loop finishes without jumping out of it, it should be a null pointer). There are cases where `LIST_FOREACH()` is more convenient than `list_map()` but the latter is recommended.

#### Warning:

Be warned that modification to a list like pushing and popping a node before finishing the loop must be done very carefully and highly discouraged. For example, pushing a new node with `t` may invalidate the internal state of the list, popping a node with `list` may invalidate `t` thus subsequent tasks depending on which node `t` points to and so on. It is possible to provide a safer version of `LIST_FOREACH()` as done by Linux kernel's list implementation, but not by this implementation for such an operation is not regarded as appropriate to the list.

## 6.2.3 Function Documentation

### 6.2.3.1 `list_t* list_append(list_t *list, list_t *tail)`

appends a list to another.

`list_append()` combines two lists by appending `tail` to `list`, which makes the next pointer of the last node in `list` point to the first node of `tail`.

Possible exceptions: `mem_exceptfail`

Unchecked errors: foreign data structure given for `list` and `tail`

#### Warning:

Do not forget that a null pointer is considered an empty list, not an error.

#### Parameters:

↔ *list* list to which *tail* appended  
 ← *tail* list to append to *list*

#### Returns:

appended list whose (pointer) value should be the same as `list`

#### Todo

Improvements are possible and planned:

- the time complexity of the current implementation is  $O(N)$  where  $N$  indicates the number of nodes in a list. With a circular list, where the next node of the last node set to the head node, it is possible for both pushing and appending to be done in a constant time.

### 6.2.3.2 list\_t\* list\_copy (const list\_t \* *list*)

duplicates a list.

`list_copy()` creates a new list by copying nodes of `list`.

Possible exceptions: `mem_exceptfail`

Unchecked errors: foreign data structure given for `list`

#### Warning:

Note that the data pointed by nodes in `list` are not duplicated. An empty list results in returning a null pointer, which means an empty list.

#### Parameters:

$\leftarrow$  *list* list to duplicate

#### Returns:

duplicated list

### 6.2.3.3 void list\_free (list\_t \*\* *plist*)

destroys a list.

`list_free()` destroys a list by deallocating storages for each node. After the call the list is empty, which means that it makes a null pointer. If `plist` points to a null pointer, `list_free()` does nothing since it means an empty list.

Possible exceptions: none

Unchecked errors: pointer to foreign data structure given for `plist`

#### Warning:

Note that the type of `plist` is a double pointer to `list_t`.

#### Parameters:

$\leftrightarrow$  *plist* pointer to list to destroy

#### Returns:

nothing

#### 6.2.3.4 `size_t list_length (const list_t * list)`

counts the length of a list.

`list_length()` counts the number of nodes in `list`.

Possible exceptions: none

Unchecked errors: foreign data structure given for `list`

##### Parameters:

← *list* list whose nodes counted

##### Returns:

length of list

Here is the caller graph for this function:

#### 6.2.3.5 `list_t* list_list (void * data, ...)`

constructs a new list using a given sequence of data.

`list_list()` constructs a list whose nodes contain a sequence of data given as arguments; the first argument is stored in the head (first) node, the second argument in the second node, and so on. There should be a way to mark the end of the argument list, which a null pointer is for. Any argument following a null pointer argument is not invalid, but ignored.

Possible exceptions: `mem_exceptfail`

Unchecked errors: none

##### Warning:

Calling `list_list()` with one argument, a null pointer, is not treated as an error. Such a call requests an empty list, so returned; note that a null pointer is an empty list.

##### Parameters:

← *data* data to store in head node of new list

← ... other data to store in new list

##### Returns:

new list containing given sequence of data

### 6.2.3.6 list\_t\* list\_pop (list\_t \* list, void \*\* pdata)

pops a node from a list and save its data (pointer) into a given pointer object.

`list_pop()` copies a pointer value stored in the head node of `list` to a pointer object pointed to by `pdata` and pops the node. If the given list is empty `list_pop()` does nothing and just returns `list`. If `pdata` is a null pointer `list_pop()` just pops without saving any data.

Possible exceptions: none

Unchecked errors: foreign data structure given for `list`

#### Parameters:

← *list* list from which head node popped

→ *pdata* points to pointer into which data (pointer value) stored

#### Warning:

The return value of `list_pop()` has to be used to update the variable for the list passed. `list_pop()` takes a list and returns a modified list.

#### Returns:

list with its head node popped

### 6.2.3.7 list\_t\* list\_push (list\_t \* list, void \* data)

pushes a new node to a given list.

`list_push()` pushes a pointer value `data` to a given list `list` with creating a new node. The null pointer given for `list` is considered to indicate an empty list, thus not treated as an error.

Possible exceptions: `mem_exceptfail`

Unchecked errors: foreign data structure given for `list`

#### Parameters:

← *list* list to which `data` pushed

← *data* data to push into `list`

#### Warning:

The return value of `list_push()` has to be used to update the variable for the list passed. `list_push()` takes a list and returns a modified list.

#### Returns:

modified list

**6.2.3.8 list\_t\* list\_reverse (list\_t \* list)**

reverses a list.

[list\\_reverse\(\)](#) reverses a given list, which eventually makes its first node the last and vice versa.

Possible exceptions: none

Unchecked errors: foreign data structure given for `list`

**Parameters:**

← *list* list to reverse

**Warning:**

The return value of [list\\_reverse\(\)](#) has to be used to update the variable for the list passed. [list\\_reverse\(\)](#) takes a list and returns a reversed list.

**Returns:**

reversed list

**6.2.3.9 void\*\* list\_toarray (const list\_t \* list, void \* end)**

converts a list to an array.

[list\\_toarray\(\)](#) converts a given list to an array whose elements correspond to the data stored in nodes of the list. This is useful when, say, sorting a list. A function like [array\\_tolist\(\)](#) is not necessary because it is easy to construct a list scanning elements of an array, for example:

```
for (i = 0; i < ARRAY_SIZE; i++)
    list = list_push(list, array[i]);
```

The last element of the constructed array is assigned by `end`, which is a null pointer in most cases. Do not forget to deallocate the array when it is unnecessary.

Possible exceptions: `mem_exceptfail`

Unchecked errors: foreign data structure given for `list`

**Warning:**

The size of an array generated for an empty list is not zero, since there is always an end-mark value.

**Parameters:**

← *list* list to convert to array

← *end* end-mark to save in last element of array



**Returns:**

array converted from list

Here is the call graph for this function:

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