

Re: why is casting malloc a bad thing?

Source: http://coding.derkeiler.com/Archive/C_CPP/comp.lang.c/2004-01/4053.html

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Dan Pop wrote:

>> *Not at all. For example, I do not have to rely on the semantics of
>> trigraphs, since I avoid them like the plague.*

>

>

> *You may still inadvertently fall upon them, if you're not extremely
> careful. E.g.*

>

> *puts("Huh??!");*

Like for accidental failure to include `<stdlib.h>`, my compiler help me by warning about such mishaps. And yes, this /has/ prevented mayhem once or twice :-)

Best regards,

Sidney