

Re: memset doubt

Source: http://coding.derkeiler.com/Archive/C_CPP/comp.lang.c/2005-08/msg03128.html

- *From:* Keith Thompson <kst-u@xxxxxxx>
 - *Date:* Wed, 31 Aug 2005 06:01:17 GMT
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"srivatsan_b" <srivatsanbs@xxxxxxxx> writes:

- > Can somebody explain whether an explicit typecast is mandatory while
- > calling memset function for a structure? like in the following code
- > snapshot.....
- > struct some_structure x;
- > memset((some_structure*)&x,0,sizeof(some_structure));
- > Will memset(&x,0,sizeof(some_structure)); cause some issues?

Assuming that you've remembered to #include <string.h>, which declares the memset() function, the cast is unnecessary. Any object pointer type can be implicitly converted to void*, and vice versa.

There are a couple of problems with your code, one serious and one cosmetic.

Given a declaration of "struct some_structure", there is no type called "some_structure"; the struct keyword is necessary unless you've also declared it as a typedef. (Some would argue that typedefs for struct types are poor style.)

<OT>

Note that the rules are different for C++. If I recall correctly, a declaration of "struct some_structure" makes "some_structure" visible as a type name, and there is no implicit conversion to void*. That shouldn't be relevant unless you're using a C++ compiler -- and if you are, you're in the wrong newsgroup.

</OT>

Also, using the size of the object makes for cleaner code than using the size of the type. For example:

```
struct some_structure x;
memset(&x, 0, sizeof x);
```

Not only is this shorter, it avoid errors if the type of x is changed.

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Re: memset doubt

We must do something. This is something. Therefore, we must do this.

- **References:**

- ◆ **[memset doubt](#)**

- ◆ *From:* srivatsan_b

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