

Re: memset doubt

Source: http://coding.derkeiler.com/Archive/C_CPP/comp.lang.c/2005-08/msg03135.html

- *From:* Barry Schwarz <schwarzb@xxxxxxxxxx>
 - *Date:* Tue, 30 Aug 2005 23:25:14 -0700
-

On 30 Aug 2005 22:43:54 -0700, "srivatsan_b" <srivatsanbs@xxxxxxxxxx> wrote:

>Hi,
>
>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?
>

Firstly, &x already has type pointer to struct some_structure.
Therefore, casting any value to the same type it already has is by definition redundant.

Secondly, memset expects the first argument to have type pointer to void. If you were going to cast the value, that is what you would cast it to.

Thirdly, pointer to void is "compatible" with any other unqualified object pointer type. This means that the compiler can implicitly convert one to the other whenever it needs to without requiring a cast.

The only problem with your final question is that for C89 compilers the cast must include the keyword struct. The use of the structure tag without the keyword did not become standard until C99 and there are very few compilers of that grade in use.

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- *Follow-Ups:*
 - ◆ *[Re: memset doubt](#)*

Re: memset doubt

◇ *From:* Keith Thompson

• **References:**

◆ **[memset doubt](#)**

◇ *From:* srivatsan_b

• Prev by Date: **[Re: compare a large number of variables](#)**

• Next by Date: **[Re: memset doubt](#)**

• Previous by thread: **[Re: memset doubt](#)**

• Next by thread: **[Re: memset doubt](#)**

• Index(es):

◆ **[Date](#)**

◆ **[Thread](#)**