

Re: advantage of using typedefs

Source: http://coding.derkeiler.com/Archive/C_CPP/comp.lang.c/2006-01/msg04032.html

- *From:* Mark McIntyre <markmcintyre@xxxxxxxxxxx>
 - *Date:* Sun, 29 Jan 2006 11:22:17 +0000
-

On Sat, 28 Jan 2006 21:31:09 GMT, in comp.lang.c , Keith Thompson <kst-u@xxxxxxx> wrote:

>
>Then I'm confused. junky_fellow's question was:
>
> But if this is the case (ie we need the biggest possible unsigned
> integer to hold offset) then why not declare unsigned long long
> offset
>
>and you replied:
>
> Because then its size would vary from platform to platform, and on
> a c90 implementation it would be an error.

>but I don't see what you're
>getting at with the first point. If you want the biggest possible
>unsigned integer, its size *will* vary from platform to platform, but
>you presented the variation in size as a reason not to use "unsigned
>long long".

My point was that it will vary, and is thus a nonportable construct in terms of say file access. If all you care about is one platform, then no problem.
But this thread was about why one would use typedefs, and one reason is to keep such platform specific stuff in a single place.
Mark McIntyre

"Debugging is twice as hard as writing the code in the first place. Therefore, if you write the code as cleverly as possible, you are, by definition, not smart enough to debug it."
---Brian Kernighan

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◇ From: Keith Thompson

- **References:**
 - ◆ **advantage of using typedefs**
◇ From: junky_fellow@xxxxxxxxxxxx
 - ◆ **Re: advantage of using typedefs**
◇ From: Emmanuel Delahaye
 - ◆ **Re: advantage of using typedefs**
◇ From: junky_fellow@xxxxxxxxxxxx
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