

Re: here is some problem in structures

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*Source:* [http://coding.derkeiler.com/Archive/C\\_CPP/comp.lang.c/2006-02/msg00915.html](http://coding.derkeiler.com/Archive/C_CPP/comp.lang.c/2006-02/msg00915.html)

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- *From:* Keith Thompson <kst-u@xxxxxxx>
  - *Date:* Tue, 07 Feb 2006 22:39:46 GMT
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Chris Dollin <kers@xxxxxxxxxxx> writes:

ashu wrote:

lets take a look at the following code:-

```
#include<stdio.h>
#include<conio.h>
```

Nonstandard header. Avoid.

[snip]

```
clrscr();
```

Nonstandard function. Also pointless. Avoid.

[snip]

```
getch();
```

Non-standard function. Avoid.

I would place a slightly different emphasis on that. Non-standard headers and functions should be avoided *\*unless\** there's a good reason to use them. They should also be avoided in code posted to this newsgroup.

There's nothing wrong with using non-standard features *\*when it's*

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necessary\*.

In this case, though, it's really not necessary. There's no standard and portable way to clear the screen (there may not be a screen), but there's no need for this program to clear the screen at all. Programs that clear my screen unnecessarily are seriously annoying; that's *\*my\** information being erased. Likewise, if you need to wait for user input before terminating the program, a call to the standard `getchar()` should work as well as the non-standard `getch()`. I think `getch()` will return without waiting for a newline, but that's not a good enough reason to use it in this case.

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

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