

Re: Access violation in free()

Source: http://coding.derkeiler.com/Archive/C_CPP/comp.lang.c/2007-09/msg00328.html

- *From:* Richard Heathfield <rjh@xxxxxxxxxxxxxxxxxxxx>
 - *Date:* Sun, 02 Sep 2007 17:35:09 +0000
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Tor Rustad said:

Richard Heathfield wrote:

Martin Ambuhl said:

<snip>

Try the following and see if you have better luck:

<snip>

```
char *CopyString(char *s)
```

```
Better: char *CopyString(const char *s)
```

```
{  
    int length = strlen(s);
```

```
Better: size_t length = strlen(s);
```

I consider this better:

```
assert(NULL != s);
```

before calling strlen().

Sure. I should have mentioned that.

<snip>

Re: Access violation in free()

Unless you are writing e.g. a non-stop server (or a library for it, kernel mode code etc.), the normally best thing to do on memory failures, is simply to exit.

We've had this debate over and over, and I think it's fair to say that the balance of expert opinion is against you (although it's far from unanimous), although of course it does depend very much on what you're writing (as you suggest). The consensus seems to be that, if you're writing 'generic' code – code that you expect to be used many times by many programs – then you should report errors rather than terminate the program. If you're writing the program itself, however, then of course you do whatever is the right thing for that program. But if my word processor exit()ed on a memory allocation failure without at least giving me the chance to save the last twenty minutes' typing, I'd be looking for a new word processor.

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"Usenet is a strange place" – dmr 29 July 1999

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