

# Re: program bug

---

*Source:* [http://coding.derkeiler.com/Archive/C\\_CPP/comp.lang.c/2008-05/msg00190.html](http://coding.derkeiler.com/Archive/C_CPP/comp.lang.c/2008-05/msg00190.html)

---

- *From:* Robert Gamble <[rgamble99@xxxxxxxx](mailto:rgamble99@xxxxxxxx)>
  - *Date:* Fri, 2 May 2008 15:28:04 -0700 (PDT)
- 

On May 2, 6:16 pm, "Bill Cunningham" <[nos...@xxxxxxxx](mailto:nos...@xxxxxxxx)> wrote:

"Robert Gamble" <[rgambl...@xxxxxxxx](mailto:rgambl...@xxxxxxxx)> wrote in message

[news:2d73e006-fc0d-4ed7-ae1e-43535dea6140@xx](mailto:news:2d73e006-fc0d-4ed7-ae1e-43535dea6140@xx)

a is not initialized, referencing its value invokes undefined  
behavior.

```
a=fgetc(ftp);  
fputc(a,ftp);
```

In the beginning a was declared. Is it not enough in this case to simply declare an int? Or should I have done this `int a=0;` at the beginning of the program?

You need to store a value into a variable before you use the value of that variable, either through initialization (implicit or explicit) or assignment. If you don't do this then the variable may contain garbage ("indeterminate value" in standards parlance), that garbage may be a trap value which will invoke UB when read. Note that the alternative I provided does not have this problem because "a" is assigned before its value is used.

--  
Robert Gamble

.