

## Re: Converting enums to pointers

**Source:** <http://coding.derkeiler.com/Archive/C/ CPP/comp.lang.cpp/2004-10/1207.html>

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**From:** Rolf Magnus (*ramagnus\_at\_t-online.de*)

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Ron Natalie wrote:

> *James Aguilar wrote:*  
>  
>> *const Record\* EMPTY = (Record\*) 0;*  
>  
> *You declare EMPTY to be a null pointer here. This is legitimate.*

Yes, and it doesn't actually need a cast.

>> *const Record\* DELETED = (Record\*) 1;*  
>  
> *This is implementation defined and may not universally work. Nothing*  
> *guarantees you can reinterpret cast an arbitrary integer to a pointer*  
> *type.*

And nothing guarantess that the resulting pointer value is not one that points to an existing object.

>> *But if I do that I have lost all the convenience of the enumerated type.*  
>>  
> *const Record DELETED;*  
> *would work, of course it allocates an unused Record object.*