

## Example: Macros for Variable Length Argument Lists

- `int sum(int x, ...)` returns the sum of its non-zero integer arguments

```
sum(0)           0
sum(1, 2, 3, 0) 6
sum(-1, 2, 3, -4, 0) 0
```

- Implementation

```
#include <stdarg.h>
int sum(int x, ...) {
    va_list ap;
    int n = 0;

    va_start(ap, x);
    while (x) {
        n += x;
        x = va_arg(ap, int);
    }
    va_end(ap);
    return n;
}
```

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## Variable Length Argument Lists

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- Functions that take a *variable number* of arguments

```
int sum(int x, ...) { ... }
// there must be at least one named formal parameter
```

- `stdarg.h` defines types, macros, and functions to deal with variable arguments

```
va_list    the type of a "pointer to a variable argument list"
va_start(va_list ap, last)
// initializes ap for the list that follows the formal parameter last
va_start must be called before any calls to va_arg
type va_arg(ap, type)
// returns the next argument, which must have datatype type
// adjusts ap to point the next variable argument
void va_end(va_list ap)
// called after all of the arguments have been processed
```

- *No way* to determine the *number* of actual arguments  
the necessary information must be encoded in the values of the arguments  
e.g.: `printf` format codes

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## Library printf-Style Functions

- Some standard library functions take `va_list` values

```
#include <assert.h>
#include <stdarg.h>
#include <stdio.h>
#include <stdlib.h>
void error(char *fmt, ...) {
    va_list ap;
    va_start(ap, fmt);
    fprintf(stderr, "error: ");
    vfprintf(stderr, fmt, ap);
    va_end(ap);
    fprintf(stderr, "\n");
    exit(EXIT_FAILURE);
}

char *stringf(char *fmt, ...) {
    va_list ap;
    va_start(ap, fmt);
    char *s, buf[512];
    va_start(ap, fmt);
    vsprintf(buf, fmt, ap);
    va_end(ap);
    s = malloc(strlen(buf) + 1);
    assert(s);
    return strcpy(s, buf);
}
```

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## printf-Style Functions

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- Use `stdarg.h` to implement special-purpose `printf`-style functions

```
#include <stdarg.h>
#include <stdlib.h>
#include <stdio.h>
void error(char *fmt, ...) {
    va_list ap;
    va_start(ap, fmt);
    fprintf(stderr, "error: ");
    for (; *fmt; fmt++)
        if (*fmt == '%')
            switch (**fmt) {
                case 'd': fprintf(stderr, "%d", va_arg(ap, int)); break;
                case 's': fprintf(stderr, "%s", va_arg(ap, char *)); break;
                case 'N': fprintf(stderr, "at line %d", lineno); break;
                default: fputc(*fmt, stderr); break;
            }
        else
            fputc(*fmt, stderr);
    va_end(ap);
    fprintf(stderr, "\n");
    exit(EXIT_FAILURE);
}
```

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