

C LIBRARY FUNCTION - LONGJMP

http://www.tutorialspoint.com/c_standard_library/c_function_longjmp.htm

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Description

The C library function **void longjmp***jmp_buf environment, int value* restores the environment saved by the most recent call to **setjmp** macro in the same invocation of the program with the corresponding **jmp_buf** argument.

Declaration

Following is the declaration for longjmp function.

```
void longjmp(jmp_buf environment, int value)
```

Parameters

- **environment** – This is the object of type **jmp_buf** containing information to restore the environment at the setjmp's calling point.
- **value** – This is the value to which the **setjmp** expression evaluates.

Return Value

This function does not return any value.

Example

The following example shows the usage of longjmp function.

```
#include <stdio.h>
#include <stdlib.h>
#include <setjmp.h>

int main()
{
    int val;
    jmp_buf env_buffer;

    /* save calling environment for longjmp */
    val = setjmp( env_buffer );

    if( val != 0 )
    {
        printf("Returned from a longjmp() with value = %s\n", val);
        exit(0);
    }
    printf("Jump function call\n");
    jmpfunction( env_buffer );

    return(0);
}

void jmpfunction(jmp_buf env_buf)
{
    longjmp(env_buf, "tutorialspoint.com");
}
```

Let us compile and run the above program that will produce the following result –

```
Jump function call
Returned from a longjmp() with value = tutorialspoint.com
Loading [MathJax]/jax/output/HTML-CSS/fonts/TeX/fontdata.js
```