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explain gethostbyname(3)

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explain\_gemostoyname(3)

### **NAME**

explain\_gethostbyname - explain gethostbyname(3) errors

#### **SYNOPSIS**

```
#include #include ibexplain/gethostbyname.h>
const char *explain_gethostbyname(const char *name);
const char *explain_errno_gethostbyname(int errnum, const char *name);
void explain_message_gethostbyname(char *message, int message_size, const char *name);
void explain_message_errno_gethostbyname(char *message, int message_size, int errnum, const char *name);
```

### **DESCRIPTION**

These functions may be used to obtain explanations for errors returned by the *gethostbyname*(3) system call.

# $explain\_gethost by name\\$

const char \*explain\_gethostbyname(const char \*name);

The **explain\_gethostbyname** function is used to obtain an explanation of an error returned by the *gethostbyname*(3) system call. The least the message will contain is the value of strerror(errno), but usually it will do much better, and indicate the underlying cause in more detail.

The errno global variable will be used to obtain the error value to be decoded.

name The original name, exactly as passed to the *gethostbyname*(3) system call.

Returns: The message explaining the error. This message buffer is shared by all libexplain functions which do not supply a buffer in their argument list. This will be overwritten by the next call to any libexplain function which shares this buffer, including other threads.

**Note:** This function is **not** thread safe, because it shares a return buffer across all threads, and many other functions in this library.

**Example:** This function is intended to be used in a fashion similar to the following example:

```
struct hostent *result = gethostbyname(name);
if (!result)
{
    fprintf(stderr, "%s\n", explain_gethostbyname(name));
    exit(EXIT_FAILURE);
}
```

The above code example is available pre-packaged as the *explain\_gethostbyname\_or\_die*(3) function.

### $explain\_errno\_gethost by name$

const char \*explain\_errno\_gethostbyname(int errnum, const char \*name);

The **explain\_errno\_gethostbyname** function is used to obtain an explanation of an error returned by the *gethostbyname*(3) system call. The least the message will contain is the value of strerror(errno), but usually it will do much better, and indicate the underlying cause in more detail.

errnum The error value to be decoded, usually obtained from the errno global variable just before this function is called. This is necessary if you need to call **any** code between the system call to be explained and this function, because many libc functions will alter the value of errno.

name The original name, exactly as passed to the *gethostbyname*(3) system call.

Returns: The message explaining the error. This message buffer is shared by all libexplain functions which do not supply a buffer in their argument list. This will be overwritten by the next call to any libexplain function which shares this buffer, including other threads.

**Note:** This function is **not** thread safe, because it shares a return buffer across all threads, and many other functions in this library.

**Example:** This function is intended to be used in a fashion similar to the following example:

```
struct hostent *result = gethostbyname(name);
if (!result)
{
   int err = errno;
   fprintf(stderr, "%s\n", explain_errno_gethostbyname(err,
```



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name));
    exit(EXIT_FAILURE);
}
```

The above code example is available pre–packaged as the *explain\_gethostbyname\_or\_die*(3) function.

### explain message gethostbyname

void explain message gethostbyname(char \*message, int message size, const char \*name);

The **explain\_message\_gethostbyname** function is used to obtain an explanation of an error returned by the *gethostbyname*(3) system call. The least the message will contain is the value of strerror(errno), but usually it will do much better, and indicate the underlying cause in more detail.

The *errno* global variable will be used to obtain the error value to be decoded.

*message* The location in which to store the returned message. If a suitable message return buffer is supplied, this function is thread safe.

message\_size

The size in bytes of the location in which to store the returned message.

name The original name, exactly as passed to the *gethostbyname*(3) system call.

**Example:** This function is intended to be used in a fashion similar to the following example:

```
struct hostent *result = gethostbyname(name);
if (!result)
{
    char message[3000];
    explain_message_gethostbyname(message, sizeof(message),
    name);
    fprintf(stderr, "%s\n", message);
    exit(EXIT_FAILURE);
}
```

The above code example is available pre-packaged as the *explain\_gethostbyname\_or\_die*(3) function.

### explain\_message\_errno\_gethostbyname

void explain\_message\_errno\_gethostbyname(char \*message, int message\_size, int errnum, const char \*name);

The **explain\_message\_errno\_gethostbyname** function is used to obtain an explanation of an error returned by the *gethostbyname*(3) system call. The least the message will contain is the value of strerror(errno), but usually it will do much better, and indicate the underlying cause in more detail.

*message* The location in which to store the returned message. If a suitable message return buffer is supplied, this function is thread safe.

 $message\_size$ 

The size in bytes of the location in which to store the returned message.

errnum The error value to be decoded, usually obtained from the errno global variable just before this function is called. This is necessary if you need to call **any** code between the system call to be explained and this function, because many libc functions will alter the value of errno.

name The original name, exactly as passed to the *gethostbyname*(3) system call.

**Example:** This function is intended to be used in a fashion similar to the following example:

```
struct hostent *result = gethostbyname(name);
if (!result)
{
   int err = errno;
   char message[3000];
   explain_message_errno_gethostbyname(message, sizeof(message), err, name);
   fprintf(stderr, "%s\n", message);
   exit(EXIT_FAILURE);
}
```

The above code example is available pre-packaged as the *explain\_gethostbyname\_or\_die*(3) function.



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## **SEE ALSO**

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