

**NAME**

vec\_buy – create or extend a vector of strings

**SYNOPSIS**

```
#include "mjsu.h"
```

```
CHAR **vec_buy(CHAR **vec, CHAR *str, BOOL force);
```

**DESCRIPTION**

If *vec* is NULL, **vec\_buy()** creates a new string vector on the heap. Otherwise, *vec* must be a pointer to a vector previously returned by **vec\_buy()**.

In both cases, a duplicate of the string *str* is added to the end of the vector as a new element. The duplicate string is also stored on the heap.

If an allocation request cannot be satisfied and *force* is YES, the calling process is terminated by the following call:

```
error("out of memory");
```

The function **vec\_free(3)** can be used to deallocate the storage allocated by **vec\_buy()**.

**RETURNS**

If successful, **vec\_buy()** returns a pointer to the (created or modified) vector. Otherwise, NULL (if anything) is returned.

**EXAMPLE**

See **vec\_free(3)**.

**SEE ALSO**

**vec\_dup(3)**, **vec\_free(3)**, **str\_dup(3)**, **mjsu(7)**.

**malloc()** and **realloc()**, as defined by ANSI X3.159-1989.

**AVAILABILITY**

**vec\_buy()** is written in C, conforming to ANSI X3.159-1989.

**NOTES**

The term *string vector* is not universally known. The simplest way to define the term is by example: the second argument to **main()** is a string vector, although it is not stored on the heap.