
Subject: Re: Pointers in IDL

Posted by [Peter Clinch](#) on Wed, 14 Apr 2004 14:55:03 GMT

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Benjamin Hornberger wrote:

> 1. What are null pointers for?

Primarily as checks and balances, I think. If you check a pointer before use and find it's null then you know you shouldn't be using it, so it helps writing robust code.

So, for example, in a linked list where the last thing in the list element structure is a pointer to the next element, the last element's pointer to the "next" element would be a null (there is no next at the end of the list). Traversing the list, you'd check what the next element is, and finding it's a null you'd abandon the list traverse knowing you'd got to the end.

Pete.

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