

## AGEN(VI)

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### NAME

agen — generate associative memory drivers

### SYNOPSIS

agen file

### DESCRIPTION

*Agen* permits easy referencing of table lookups, etc.

The input consists of a series of table definitions followed by %% followed by programs. Each definition is of the form

**name** ( accessing ) object ;

where name is the name of a table to be searched; accessing is a description of the subscripts used, being a list of the choices 'string', 'int' and 'char'. Object is an example of the things in the table. It is used only to get the size in bytes; it may be replaced by the number corresponding to sizeof(object). Alternatively one of the accessing arguments may be 'size' indicating that the number of bytes required will be given as that argument. The 'exist' argument may be given; if it is, the corresponding argument of the search function is 0 for normal operation and 1 if failure to find the item should return 0 rather than a pointer to new storage for it. An 'exist' argument of -1 implies that the corresponding object should be deleted. Also, an argument of 'size' may be given; this indicates that the size of the object to be stored will be supplied in the call (in bytes).

It is also possible to specify a table size and a method.

**name** [length] ["hash" | "binary"] (accessing) object ;

specifies either a hash table or a binary tree search. For a hash search the length must be given.

### BUGS

The lookup routines are slow.