

```
1  /****
2  * Fisher's standard macros. Use them if you like.
3  */
4
5  #ifndef std_macros_included
6  #define std_macros_included
7
8  /*
9  * Very frequently used libraries.
10 */
11 #include <stdio.h>
12 #include <string.h>
13 #include <stdlib.h>
14
15 /*
16 * Boolean helpers.
17 */
18 #define bool unsigned char
19 #define true 1
20 #define false 0
21 #define and &&
22 #define or ||
23 #define not !
24
25 /*
26 * Null.
27 */
28 #define null 0
29
30 /*
31 * Exception handling.
32 */
33 #define catch setjmp
34 #define throw longjmp
35 #define exception jmp_buf
36
37 /*
38 * General allocators.
39 */
40 #define new(t) (t*) malloc(sizeof(t))
41 #define newblock(t, size) (t*) malloc(sizeof(t) * size)
42 #define newc(t) (t*) calloc(1, sizeof(t))
43
44 /*
45 * String helpers.
46 */
47 #define newstr(s) strcpy((char*) malloc(strlen(s)+1), s)
48 #define newstrcat(s1,s2) \
49     strcat(strcpy(newblock(char, strlen(s1)+strlen(s2)+1), s1), s2)
50 #define streq(s1,s2) strcmp(s1,s2) == 0
51
52 #endif
```