

# Types and Constants

## Defined Types

### **NXAtom**

```
typedef const char *NXAtom;
```

### **NXExceptionRaiser**

```
typedef void NXExceptionRaiser(int code,  
                                const void *data1,  
                                const void *data2);
```

### **NXHandler**

```
typedef struct _NXHandler {  
    jmp_buf jumpState;  
    struct _NXHandler *next;  
    int code;  
    const void *data1, data2;  
} NXHandler;
```

### **NXHashState**

```
typedef struct {  
    int i;  
    int j;  
} NXHashState;
```

### **NXHashTable**

```
typedef struct {  
    const NXHashTablePrototype *prototype;  
    unsigned count;  
    unsigned nbBuckets;  
    void *buckets;  
    const void *info;  
} NXHashTable;
```

### **NXHashTablePrototype**

```
typedef struct {  
    unsigned (*hash)(const void *info, const void *data);  
    int (*isEqual)(const void *info, const void *data1, const void *data2);  
    void (*free)(const void *info, void *data);  
    int style;  
} NXHashTablePrototype;
```

**NXUncaughtExceptionHandler**

```
typedef void NXUncaughtExceptionHandler(int code,
    const void *data1,
    const void *data2);
```

**NXZone**

```
typedef struct _NXZone {
    void *(*realloc)(struct _NXZone *zonep, void *ptr, size_t size);
    void *(*malloc)(struct _NXZone *zonep, size_t size);
    void (*free)(struct _NXZone *zonep, void *ptr);
    void (*destroy)(struct _NXZone *zonep);
} NXZone;
```

# Symbolic Constants

**List Constants**

NX\_NOT\_IN\_LIST

<b>NXStringTable Constants</b>	<b>Value</b>
MAX_NXSTRINGTABLE_LENGTH	1024

<b>Zone Constants</b>	<b>Value</b>
NX_NOZONE	(NXZone *)0

# Global Variables

**HashTable Prototypes**

```
const NXHashTablePrototype NXPtrPrototype;
const NXHashTablePrototype NXStrPrototype;
const NXHashTablePrototype NXPtrStructKeyPrototype;
const NXHashTablePrototype NXStrStructKeyPrototype;
```