NAME

break – set program break

## SYNOPSIS

(break = 17.) sys break; addr char \*brk(addr) char \*sbrk(incr)

## DESCRIPTION

*Break* sets the system's idea of the lowest location not used by the program (called the break) to *addr* (rounded up to the next multiple of 64 bytes). Locations not less than *addr* and below the stack pointer are not in the address space and will thus cause a memory violation if accessed.

From C, brk will set the break to addr. The old break is returned.

In the alternate entry *sbrk*, *incr* more bytes are added to the program's data space and a pointer to the start of the new area is returned.

When a program begins execution via *exec* the break is set at the highest location defined by the program and data storage areas. Ordinarily, therefore, only programs with growing data areas need to use *break*.

## SEE ALSO

exec (II), alloc (III), end (III)

## DIAGNOSTICS

The c-bit is set if the program requests more memory than the system limit or if more than 8 segmentation registers would be required to implement the break. From C, -1 is returned for these errors.