J

J11 Known formally as NCITS/J11, a U.S. standards' committee that is responsible for the production and maintenance of what is generally known as the ANSI C standard. It was formerly called X3J11. Its ISO counterpart is WG14. *See also* NCEG; Standard C; X3J11.1.

J16 Known formally as NCITS/J16, a U.S. standards' committee that is responsible for the production and maintenance of what is generally known as the ANSI C++ standard. It was formerly called X3J16. Its ISO counterpart is WG21.

JIS A scheme commonly used to encode Japanese text in multibyte characters. *See also* EUC; Shift-JIS.

`jmp_buf` An array type of suitable size to store the "current program context." Used by `setjmp` and `longjmp` to save and restore a program context, respectively. This type is defined in setjmp.h.

jump statements The `break`, `continue`, `goto`, and `return` statements.

jump table A commonly used programming data structure that is implemented in C as an array of function pointers. Given the following declarations:

```
int transact0(void *);
int transact1(void *);
int transact2(void *);
int transact3(void *);

int (*jtable[])(void *) = {
        transact0,
        transact1,
        transact2,
        transact3
};
```

the transaction-processing function that corresponded to transaction type t would be called using

```
value = (*jtable[t])(record);
```

Standard C also permits that function to be called using the following:

```
value = jtable[t](record);
```

That is, the left operand of a function call operator may be either an expression that designates a function or an expression that is a pointer to a function.

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