Examples

1   This chapter contains various code examples that PMIx users may find helpful.

2 18.1 Playing Around

3   Example block of C code

```c
int main() {
    printf("Hello World!\n");
    return 0;
}
```

4   The inline code `printf("Hello World");` prints "Hello World".

5   Example of a selection of a file:

```c
/* Fence to hold all processes in this namespace */
pmix_proc_t wildproc;
PMIX_PROC_CONSTRUCT(&wildproc);
(void)strncpy(wildproc.nspace, myproc.nspace, PMIX_MAX_NSLEN);
wildproc.rank = PMIX_RANK_WILDCARD;

rc = PMIx_Fence(&wildproc, 1, NULL, 0);
if (PMIX_SUCCESS != rc) {
    fprintf(stderr,
            "Client ns %s rank %d: PMIx_Fence failed: %s\n",
            myproc.nspace, myproc.rank, PMIx_Error_string(rc));
    goto done;
}
```

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7   Example with highlighting:

```
1   /* Fence to hold all processes in this namespace */
2   pmix_proc_t wildproc;
3   PMIX_PROC_CONSTRUCT(&wildproc);
4   (void)strncpy(wildproc.nspace, myproc.nspace, PMIX_MAX_NSLEN);
5   wildproc.rank = PMIX_RANK_WILDCARD;
6
7   rc = PMIx_Fence(&wildproc, 1, NULL, 0);
8   if (PMIX_SUCCESS != rc) {
9       fprintf(stderr,
10              "Client ns %s rank %d: PMIx_Fence failed: %s\n",
11              myproc.nspace, myproc.rank, PMIx_Error_string(rc));
12      goto done;
13  }
```

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2   Putting a couple of examples together

3   18.2 Synchronizing Fence

4   This example shows how to call a synchronizing **PMIx_Fence** operation across the entire
5   namespace. To signify the entire namespace we are using the **PMIX_RANK_WILDCARD** constant.

```
1   /* Fence to hold all processes in this namespace */
2   pmix_proc_t wildproc;
3   PMIX_PROC_CONSTRUCT(&wildproc);
4   (void)strncpy(wildproc.nspace, myproc.nspace, PMIX_MAX_NSLEN);
5   wildproc.rank = PMIX_RANK_WILDCARD;
6
7   rc = PMIx_Fence(&wildproc, 1, NULL, 0);
8   if (PMIX_SUCCESS != rc) {
9       fprintf(stderr,
10              "Client ns %s rank %d: PMIx_Fence failed: %s\n",
11              myproc.nspace, myproc.rank, PMIx_Error_string(rc));
12      goto done;
13  }
```

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