```
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 9:
10: #ident   "@(#)libelf:common/rand.c    1.2"
11:
12:
13: #ifdef __STDC__
14:     #pragma weak    elf_rand = _elf_rand
15: #endif
16:
17:
18: #include "syn.h"
19: #include "libelf.h"
20: #include "decl.h"
21: #include "error.h"
22:
23:
24: size_t
25: elf_rand(elf, off)
26:     Elf    *elf;
27:     size_t    off;
28: {
29:     if (elf == 0)
30:         return 0;
31:     if (elf->ed_kind != ELF_K_AR)
32:     {
33:         _elf_err = EREQ_AR;
34:         return 0;
35:     }
36:     if (off == 0 || elf->ed_fsz < off)
37:     {
38:         _elf_err = EREQ_RAND;
39:         return 0;
40:     }
41:     return elf->ed_nextoff = off;
42: }
```

```
 1: /*
 2: rand.c - implementation of the elf_rand(3) function.
 3: Copyright (C) 1995 Michael Riepe <riepe@ifwsn4.ifw.uni-hannover.de>
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17: Foundation, Inc., 59 Temple Place - Suite 330, Boston, MA 02111-1307, USA.
18: */
19:
20: #include <private.h>
21:
22: size_t
23: elf_rand(Elf *elf, size_t offset) {
24:     if (!elf) {
25:         return 0;
26:     }
27:     elf_assert(elf->e_magic == ELF_MAGIC);
28:     if (elf->e_kind != ELF_K_AR) {
29:         seterr(ERROR_NOTARCHIVE);
30:     }
31:     else if (offset <= 0 || offset > elf->e_size) {
32:         seterr(ERROR_BADOFF);
33:     }
34:     else {
35:         elf->e_off = offset;
36:         return offset;
37:     }
38:     return 0;
39: }
```