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9:
10: #ident "@(#)libelf:common/getehdr.c 1.8"
11:
12:
13: #ifdef __STDC__
14: #pragma weak elf32_getehdr = _elf32_getehdr
15: #endif
16:
17:
18: #include "syn.h"
19: #include "libelf.h"
20: #include "decl.h"
21: #include "error.h"
22:
23:
24: Elf32_Ehdr *
25: elf32_getehdr(elf)
26:     Elf *elf;
27: {
28:     if (elf == 0)
29:         return 0;
30:     if (elf->ed_class != ELFCLASS32)
31:     {
32:         _elf_err = EREQ_CLASS;
33:         return 0;
34:     }
35:     if (elf->ed_ehdr == 0)
36:         (void)_elf_cook(elf);
37:     return elf->ed_ehdr;
38: }

```

```

1: /*
2: 32.getehdr.c - implementation of the elf32_getehdr(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: Elf32_Ehdr*
23: elf32_getehdr(Elf *elf) {
24:     if (!elf) {
25:         return NULL;
26:     }
27:     elf_assert(elf->e_magic == ELF_MAGIC);
28:     if (elf->e_kind != ELF_K_ELF) {
29:         seterr(ERROR_NOTELF);
30:     }
31:     else if (elf->e_class != ELFCLASS32) {
32:         seterr(ERROR_CLASSMISMATCH);
33:     }
34:     else if (elf->e_ehdr || !_elf_cook(elf)) {
35:         return (Elf32_Ehdr*)elf->e_ehdr;
36:     }
37:     return NULL;
38: }

```