Questions week 6

1. Suppose you use a variable with type `int32_t` in a program. How can you print it out using `printf` in a portable way without using a cast?  
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2. What is the purpose of using `setjmp` and `longjmp`?  
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3. Explain how `setjmp` and `longjmp` often are used in a `switch`.  
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4. Suppose your program should not terminate when the user hits Ctrl-C. How can you achieve that?  
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5. Why is there a big risk that the following program crashes?

```c
char* s = "be careful with string literals!";
char* t;

t = strtok(s, " ");
```

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