

Exhibit CL-1

\BATEABC01929\ABC\Source\CPlusCopy.cpp

```
1  /*
2  *    CPlusCopy.cpp
3  *    C++ Copy Routine
4  *    Copyright 2003, Good Guys, Inc. All rights reserved.
5  */
6
7  #include <CPlusLib.h>
8
9  /*
10 *    copy - copy 'length' number of bytes from 'from' to 'to'
11 *
12 *    If the destination or length is zero, don't copy anything.
13 *    Return the destination.
14 */
15
16 void *copy(char *to, char *from, length_t length)
17 {
18     char *p;
19
20     if (to && length) {
21         p = to;
22         do {
23             *p = *from;
24             ++p;
25             ++from;
26             --length;
27         } while (length);
28     }
29
30     return(to);
31 }
32
33 /*
34 *    constructObjects - set up array of objects
35 *
36 *    Call the constructor for each of 'numberOfObjects' in an array
37 *    of objects that are 'sizeOfObjects' long.
38 */
39
40 void *constructObjects(void *ptr, ConstructorDestructor constructor, length_t sizeOfObjects, length_t
```

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```
▶ t numberOfObjects)
41 {
42     char *p;
43
44     if ((p = (char *) ptr) != 0) {
45         ((length_t *) p)[0] = sizeofObjects;
46         ((length_t *) p)[1] = numberOfObjects;
47         p += 2 * sizeof(length_t);
48         if (constructor) {
49             for (; numberOfObjects--> 0; p += sizeofObjects)
50                 CTORCALL_COMPLETE(constructor, p);
51         }
52     }
53
54     return (ptr);
55 }
```