

**NAME**

ne\_get\_status - retrieve HTTP response status for request

**SYNOPSIS**

```
#include <ne_request.h>
```

```
const ne_status *ne_get_status(const ne_request *request);
```

**DESCRIPTION**

The **ne\_get\_status** function returns a pointer to the HTTP status object giving the result of a request. The object returned only becomes valid once the request has been *successfully* dispatched (the return value of **ne\_request\_dispatch** or **ne\_begin\_request** was zero). The object remains valid until the associated request object is destroyed.

**SEE ALSO**

ne\_status, ne\_request\_create

**EXAMPLE**

Display the response status code of applying the HEAD method to some resource.

```
ne_request *req = ne_request_create(sess, "HEAD", "/foo/bar");
if (ne_request_dispatch(req))
    /* handle errors... */
else
    printf("Response status code was %d\n", ne_get_status(req)->code);
ne_request_destroy(req);
```

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