Utilisation directe de setjmp/longjmp

interaction.c

```
#include <setjmp.h>

static jmp_buf errbuf;

void
fatal(char *message)
{
  fprintf(stderr, message);
  longjmp(errbuf);
}

void
cmd_loop(void)
{
  setjmp(errbuf);
  while(1)
    execute_command();
}
...
```

command.c

```
...
void
execute_command(void)
{
  ...
  advance_one_char();
  ...
}
...
```

charcommands.c

```
...
void
advance_one_char(void)
{
  if(beginning_of_buffer())
    fatal("begining of buffer");
  else
    point_location--;
  ...
}
...
```