```
float countering_word(const char *paragraph){
    float word_counter = 0;
    for (const char *wptr=paragraph; *wptr; wptr++){
        if (*wptr == ' ' ){
            word_counter += 1;
        }
    }
    word_counter += 1;
    return word_counter;
}
```

```
void countering_vowel(const char *paragraph, int *vowel){
    for (const char *vptr=paragraph; *vptr; vptr++){
        switch(*vptr){
            case 'a': case 'A':
                vowel[0] += 1;
                break;
            case 'e': case 'E':
                vowel[1] += 1;
                break;
            case 'i': case 'I':
                vowel[2] += 1;
                break;
            case 'o': case 'O':
                vowel[3] += 1;
                break;
            case 'u': case 'U':
                vowel[4] += 1;
                break;
               default:
                 break;
}
```