1

```
2* Here's the layout of the C program:
#define abort(c, m)
             fprintf(stderr, "%s!\n%s", m, buf); return c;
#include <stdio.h>
#include <string.h>
#include <ctype.h>
  typedef struct {
     char key[max\_key];
     char entry[max\_size];
  } item;
  item items[max_items];
                                    ▷ all items of current group <</p>
  item *sorted[max\_items];
                                      ▷ pointers to items in alphabetic order <</p>
  char cur\_page[10];
                            ▷ page number, as a string <</p>
  char buf[max\_size];
                            ▷ current line of input <</p>
  char *input_status;
                            \triangleright \Lambda if end of input reached, else \mathit{buf} \mathrel{	riangleleft} \lhd
  int main()
     register char *p, *q;
     register int n;
                             ▷ current number of items 
     register item *x, **y;
     input\_status \leftarrow fgets(buf, max\_size, stdin);
     while (input_status) {
        \langle Check that buf contains a valid page-number line 3\rangle;
        \langle Read and sort additional lines, until buf terminates a group 4\rangle;
        \langle \text{Output the current group } 5^* \rangle;
     return 0;
                      ▷ normal exit <</p>
  }
5*
    \langle \text{Output the current group } 5^* \rangle \equiv
     for (y \leftarrow sorted; \ y < sorted + n; \ y++) \ printf("%s\n", (*y)-entry);
     printf("\\donewithpage%s\n", cur_page);
This code is used in section 2^*.
10.* A corresponding change to the copying loop is also needed.
\langle \text{ Copy the buffer to } x \rightarrow entry \ 10^* \rangle \equiv
     register int toggle \leftarrow 0;
     for (p \leftarrow buf + 2, q \leftarrow x \rightarrow entry; (*p \neq ' \cup ' \lor toggle) \land *p; p++)  {
       if (*p \equiv "") toggle \oplus = 1;
        if (*p \neq ' \cup ') *q++ \leftarrow *p;
     for (; *p; p ++) *q ++ \leftarrow *p;
This code is used in section 6.
```

 $2 \hspace{0.5cm} \text{INDEX} \hspace{0.5cm} \text{REFSORT-CHANGES} \hspace{0.5cm} \S 11$ 

## 11\* Index.

The following sections were changed by the change file: 2, 5, 10, 11.

```
abort: 2^*, 3, 4, 6, 7.
abort: 2; 3, 4, 6, 7.

buf: 2; 3, 4, 6, 9, 10*

cur_page: 2; 3, 5*

entry: 2; 5; 10*

fgets: 2; 4.

fprintf: 2*
input\_status: \underline{2}^*, \underline{4}.
isupper: 6, 7.
item: \underline{2}^*
items: \frac{\phantom{0}}{2}, 4.
key: 2,* 6, 7, 8.
main: 2.*
max_items: 1, 2, 4.

max_key: 1, 2, 6.

max_size: 1, 2, 4, 6.
n: \underline{2}*
p: <u>2</u>*
printf: 5.*
q: <u>2</u>*
sorted: 2* 5* 8.

stderr: 2*

stdin: 2* 4.
strcmp: 8.
strlen: 3.
toggle: \underline{9}, \underline{10}.*
x: \quad \underline{2}^* \\ y: \quad \underline{2}^*
```

REFSORT-CHANGES NAMES OF THE SECTIONS 3

## REFSORT-CHANGES

	Section	$Pag\epsilon$
Sorting	6	1
A bugfix		1
index	11	9