Result: Set the height of a sheet

ENTRANCE: call `sheetMove(`*(struct SHTCTL *ctl, struct SHEET *sht, int height)*`)`;

Procedure `sheetMove(`*struct SHTCTL *ctl, sturct SHEET *sht, int height*`)`

- old ← the original height of *sht*;
- **if** *height > top sheet plus 1* **then**
  - height ← top + 1;
- **else**
  - *nothing to do here*;
- **end**
- **if** *height < -1* **then**
  - this means to hide *sht* sheet, height ← -1;
- **else**
  - *nothing to do here*;
- **end**
- **if** *old > height* **then**
  - **if** *height >= 0* **then**
    - **for** *h* ← *old* **to** *height* **by** 1 **do**
      - increases the height of all sheets between *height* and *old* by one;
      - modify the height of all sheets to *h*;
    - **end**
    - place the *sht* sheet at *height*;
  - **else**
    - **if** *highest sheet top > old* **then**
      - **for** *h* ← *old* **to** *top* **by** 1 **do**
        - drop all sheets between *old* and *top* by one height;
        - modify the height of all sheets to *h*;
      - **end**
    - **else**
      - *nothing to do here*;
    - **end**
    - the displayed sheet is reduced by one, top ← top - 1;
  - **end**
  - refersh screen;
- **else**
  - **if** *old < height* **then**
    - **if** *old >= 0* **then**
      - **for** *h* ← *old* **to** *height* **by** 1 **do**
        - drop all sheets between *old* and *height* by one height;
        - modify the height of all sheets to *h*;
      - **end**
      - place the *sht* sheet at *height*;
    - **else**
      - **for** *h* ← *top* **to** *height* **by** 1 **do**
        - increases the height of all sheets between *top* and *height* by one;
        - modify the height of all sheets to *h+1*;
      - **end**
      - place the *sht* sheet at *height*;
      - the displayed sheet is increased by one, top ← top + 1;
    - **end**
    - refersh screen;
  - **else**
    - *nothing to do here*;
  - **end**
- **end**