



These are the components of the program that are important in terms of adding a new feature.

When you add a feature, you have to build a parameter struct for it. This has to include:

**ret\_data** void pointer: for the results of the iteration, most of the features malloc a list here

**strings** input strings

**threshold** if you want to set a minimum length for the results

**iterate\_type** to set what kind of iterate happens, single or double

**function pointer to callback** A function that has to take `iterator_state` and a results void pointer as parameters. i.e. `void search_mums(iterator_state* state, void* results)`

This parameter struct is given to `iterate`, which then adds all the results to the pointer. You can access the data through the param struct and do anything with it.

See `ui.c` for example usage. And `mum.c` for example parameter struct initialization and callback function.