```
  straight = false;
  flush = false;
  four = false;
  three = false;
  pairs = 0;

  /* check for flush */
  for (suit = 0; suit < NUM_SUITS; suit++)
    if (num_in_suit[suit] == NUM_CARDS)
      flush = true;

  /* check for straight */
  rank = 0;
  while (num_in_rank[rank] == 0) rank++;
  for (; rank < NUM_RANKS && num_in_rank[rank] > 0; rank++)
    num_consec++;
  if (num_consec == NUM_CARDS) {
    straight = true;
    return;
  }

  /* check for 4-of-a-kind, 3-of-a-kind, and pairs */
  for (rank = 0; rank < NUM_RANKS; rank++) {
    if (num_in_rank[rank] == 4) four = true;
    if (num_in_rank[rank] == 3) three = true;
    if (num_in_rank[rank] == 2) pairs++;
  }
}

/**********************************************************
 * print_result: Prints the classification of the hand,   *
 *               based on the values of the external      *
 *               variables straight, flush, four, three,  *
 *               and pairs.                               *
 **********************************************************/
void print_result(void)
{
  if (straight && flush) printf("Straight flush");
  else if (four)         printf("Four of a kind");
  else if (three &&
           pairs == 1)   printf("Full house");
  else if (flush)        printf("Flush");
  else if (straight)     printf("Straight");
  else if (three)        printf("Three of a kind");
  else if (pairs == 2)   printf("Two pairs");
  else if (pairs == 1)   printf("Pair");
  else                   printf("High card");

  printf("\n\n");
}
```

Notice the use of the `exit` function in `read_cards` (in case `'0'` of the first `switch` statement). `exit` is convenient for this program because of its ability to terminate execution from anywhere in the program.