

17.7	Pointers to Functions	439
	Function Pointers as Arguments	439
	The <code>qsort</code> Function	440
	Other Uses of Function Pointers	442
	Program: Tabulating the Trigonometric Functions	443
17.8	Restricted Pointers (C99)	445
17.9	Flexible Array Members (C99)	447
18	DECLARATIONS	457
18.1	Declaration Syntax	457
18.2	Storage Classes	459
	Properties of Variables	459
	The <code>auto</code> Storage Class	460
	The <code>static</code> Storage Class	461
	The <code>extern</code> Storage Class	462
	The <code>register</code> Storage Class	463
	The Storage Class of a Function	464
	Summary	465
18.3	Type Qualifiers	466
18.4	Declarators	467
	Deciphering Complex Declarations	468
	Using Type Definitions to Simplify Declarations	470
18.5	Initializers	470
	Uninitialized Variables	472
18.6	Inline Functions (C99)	472
	Inline Definitions	473
	Restrictions on Inline Functions	474
	Using Inline Functions with GCC	475
19	PROGRAM DESIGN	483
19.1	Modules	484
	Cohesion and Coupling	486
	Types of Modules	486
19.2	Information Hiding	487
	A Stack Module	487
19.3	Abstract Data Types	491
	Encapsulation	492
	Incomplete Types	492
19.4	A Stack Abstract Data Type	493
	Defining the Interface for the Stack ADT	493
	Implementing the Stack ADT Using a Fixed-Length Array	495
	Changing the Item Type in the Stack ADT	496
	Implementing the Stack ADT Using a Dynamic Array	497
	Implementing the Stack ADT Using a Linked List	499