The `CTANGLE` processor

(Version 4.12 [TeX Live])

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Editor's Note: The present variant of this `C/WEB` source file has been modified for use in the TeX Live system.

The following sections were changed by the change file: 1, 2, 3, 4, 5, 6, 7, 8, 9, 10, 11, 12, 13, 14, 15, 16, 17, 18, 20, 29, 35, 40, 47, 48, 50, 54, 59, 67, 74, 75, 76, 79, 80, 81, 82, 83, 86, 87, 88, 89, 93, 100, 102, 103, 104, 105, 106, 107, 108, 109, 110, 111, 112, 113, 114, 115, 116, 117, 118.

August 12, 2024 at 13:30

1*   Introduction.   This is the `CTANGLE` program by Silvio Levy and Donald E. Knuth, based on `TANGLE` by Knuth. We are thankful to Nelson Beebe, Hans-Hermann Bode (to whom the C++ adaptation is due), Klaus Guntermann, Norman Ramsey, Tomas Rokicki, Joachim Schnitter, Joachim Schrod, Lee Wittenberg, and others who have contributed improvements.

The "banner line" defined here should be changed whenever `CTANGLE` is modified.

#**define** *banner* `"This␣is␣CTANGLE,␣Version␣4.12"`
                ▷ will be extended by the TEX Live *versionstring* ◁

⟨ Include files 5* ⟩
⟨ Preprocessor definitions ⟩
⟨ Common code for `CWEAVE` and `CTANGLE` 3* ⟩
⟨ Typedef declarations 19 ⟩
⟨ Private variables 20* ⟩
⟨ Predeclaration of procedures 4* ⟩

2*   `CTANGLE` has a fairly straightforward outline. It operates in two phases: First it reads the source file, saving the C code in compressed form; then it shuffles and outputs the code.

Please read the documentation for `COMMON`, the set of routines common to `CTANGLE` and `CWEAVE`, before proceeding further.

```
int main(int ac, char **av)
{
    argc ← ac;  argv ← av;  program ← ctangle;  ⟨ Set initial values 21 ⟩
    common_init();
    if (show_banner) cb_show_banner();      ▷ print a "banner line" ◁
    phase_one();      ▷ read all the user's text and compress it into tok_mem ◁
    phase_two();      ▷ output the contents of the compressed tables ◁
    return wrap_up();      ▷ and exit gracefully ◁
}
```

3*   The next few sections contain stuff from the file `"common.w"` that must be included in both `"ctangle.w"` and `"cweave.w"`. It appears in file `"common.h"`, which is also included in `"common.w"` to propagate possible changes from this `COMMON` interface consistently.

First comes general stuff:

⟨ Common code for `CWEAVE` and `CTANGLE` 3* ⟩ ≡
```
  typedef uint8_t eight_bits;
  typedef uint16_t sixteen_bits;
  typedef enum {
    ctangle, cweave, ctwill
  } cweb;
  extern cweb program;      ▷ CTANGLE or CWEAVE or CTWILL? ◁
  extern int phase;      ▷ which phase are we in? ◁
```
See also sections 6*, 7*, 8*, 10*, 11*, 13*, 15*, 16*, and 116*.

This code is used in section 1*.

4*   The procedure that gets everything rolling:

⟨ Predeclaration of procedures 4* ⟩ ≡
```
  extern void common_init(void);
```
See also sections 9*, 12*, 14*, 30, 37, 44, 49, 65, 70, 84, 91, 99, and 101.

This code is used in section 1*.

5* You may have noticed that almost all `"strings"` in the CWEB sources are placed in the context of the '_' macro. This is just a shortcut for the '*gettext*' function from the "GNU gettext utilities." For systems that do not have this library installed, we wrap things for neutral behavior without internationalization. For backward compatibility with pre-ANSI compilers, we replace the "standard" header file '`stdbool.h`' with the KPATHSEA interface '`simpletypes.h`'.

#**define** $\_(s)$ *gettext*(s)

⟨ Include files 5* ⟩ ≡
#**include** <ctype.h>   ▷ definition of *isalpha*, *isdigit* and so on ◁
#**include** <kpathsea/simpletypes.h>   ▷ **boolean**, *true* and *false* ◁
#**include** <stddef.h>   ▷ definition of **ptrdiff_t** ◁
#**include** <stdint.h>   ▷ definition of **uint8_t** and **uint16_t** ◁
#**include** <stdio.h>   ▷ definition of *printf* and friends ◁
#**include** <stdlib.h>   ▷ definition of *getenv* and *exit* ◁
#**include** <string.h>   ▷ definition of *strlen*, *strcmp* and so on ◁

#**ifndef** HAVE_GETTEXT
#**define** HAVE_GETTEXT 0
#**endif**

#**if** HAVE_GETTEXT
#**include** <libintl.h>
#**else**
#**define** *gettext*(a) a
#**endif**

This code is used in section 1*.

6* Code related to the character set:

#**define** *and_and* °*4*   ▷ '`&&`'; corresponds to MIT's ∧ ◁
#**define** *lt_lt* °*20*   ▷ '`<<`'; corresponds to MIT's ⊂ ◁
#**define** *gt_gt* °*21*   ▷ '`>>`'; corresponds to MIT's ⊃ ◁
#**define** *plus_plus* °*13*   ▷ '`++`'; corresponds to MIT's ↑ ◁
#**define** *minus_minus* °*1*   ▷ '`--`'; corresponds to MIT's ↓ ◁
#**define** *minus_gt* °*31*   ▷ '`->`'; corresponds to MIT's → ◁
#**define** *non_eq* °*32*   ▷ '`!=`'; corresponds to MIT's ≠ ◁
#**define** *lt_eq* °*34*   ▷ '`<=`'; corresponds to MIT's ≤ ◁
#**define** *gt_eq* °*35*   ▷ '`>=`'; corresponds to MIT's ≥ ◁
#**define** *eq_eq* °*36*   ▷ '`==`'; corresponds to MIT's ≡ ◁
#**define** *or_or* °*37*   ▷ '`||`'; corresponds to MIT's ∨ ◁
#**define** *dot_dot_dot* °*16*   ▷ '`...`'; corresponds to MIT's ∞ ◁
#**define** *colon_colon* °*6*   ▷ '`::`'; corresponds to MIT's ∈ ◁
#**define** *period_ast* °*26*   ▷ '`.*`'; corresponds to MIT's ⊗ ◁
#**define** *minus_gt_ast* °*27*   ▷ '`->*`'; corresponds to MIT's ⇆ ◁

#**define** *compress*(c) **if** $(loc\mathbin{+}\mathbin{+} \leq limit)$ **return** c

⟨ Common code for CWEAVE and CTANGLE 3* ⟩ +≡
  extern char *section_text*[ ];   ▷ text being sought for ◁
  extern char *∗section_text_end*;   ▷ end of *section_text* ◁
  extern char *∗id_first*;   ▷ where the current identifier begins in the buffer ◁
  extern char *∗id_loc*;   ▷ just after the current identifier in the buffer ◁

7* Code related to input routines:

#**define** $xisalpha(c)$ $(isalpha((\mathbf{int})(c)) \wedge ((\mathbf{eight\_bits})(c) < °200))$
#**define** $xisdigit(c)$ $(isdigit((\mathbf{int})(c)) \wedge ((\mathbf{eight\_bits})(c) < °200))$
#**define** $xisspace(c)$ $(isspace((\mathbf{int})(c)) \wedge ((\mathbf{eight\_bits})(c) < °200))$
#**define** $xislower(c)$ $(islower((\mathbf{int})(c)) \wedge ((\mathbf{eight\_bits})(c) < °200))$
#**define** $xisupper(c)$ $(isupper((\mathbf{int})(c)) \wedge ((\mathbf{eight\_bits})(c) < °200))$
#**define** $xisxdigit(c)$ $(isxdigit((\mathbf{int})(c)) \wedge ((\mathbf{eight\_bits})(c) < °200))$
#**define** $isxalpha(c)$ $((c) \equiv \texttt{'\_'} \vee (c) \equiv \texttt{'\$'})$ ▷ non-alpha characters allowed in identifier ◁
#**define** $ishigh(c)$ $((\mathbf{eight\_bits})(c) > °177)$

⟨ Common code for CWEAVE and CTANGLE 3* ⟩ +≡
  extern char $buffer[\,];$ ▷ where each line of input goes ◁
  extern char $*buffer\_end;$ ▷ end of $buffer$ ◁
  extern char $*loc;$ ▷ points to the next character to be read from the buffer ◁
  extern char $*limit;$ ▷ points to the last character in the buffer ◁

8* Code related to file handling:

  format $line$ x ▷ make $line$ an unreserved word ◁
#**define** $max\_include\_depth$ 10
        ▷ maximum number of source files open simultaneously, not counting the change file ◁
#**define** $max\_file\_name\_length$ 1024
#**define** cur_file $file[include\_depth]$ ▷ current file ◁
#**define** cur_file_name $file\_name[include\_depth]$ ▷ current file name ◁
#**define** cur_line $line[include\_depth]$ ▷ number of current line in current file ◁
#**define** web_file $file[0]$ ▷ main source file ◁
#**define** web_file_name $file\_name[0]$ ▷ main source file name ◁

⟨ Common code for CWEAVE and CTANGLE 3* ⟩ +≡
  extern int $include\_depth;$ ▷ current level of nesting ◁
  extern FILE $*file[\,];$ ▷ stack of non-change files ◁
  extern FILE $*change\_file;$ ▷ change file ◁
  extern char $file\_name[\,][max\_file\_name\_length];$ ▷ stack of non-change file names ◁
  extern char $change\_file\_name[\,];$ ▷ name of change file ◁
  extern char $*found\_filename;$ ▷ filename found by $kpse\_find\_file$ ◁
  extern int $line[\,];$ ▷ number of current line in the stacked files ◁
  extern int $change\_line;$ ▷ number of current line in change file ◁
  extern int $change\_depth;$ ▷ where @y originated during a change ◁
  extern boolean $input\_has\_ended;$ ▷ if there is no more input ◁
  extern boolean $changing;$ ▷ if the current line is from $change\_file$ ◁
  extern boolean $web\_file\_open;$ ▷ if the web file is being read ◁

9* ⟨ Predeclaration of procedures 4* ⟩ +≡
  extern boolean $get\_line(\mathbf{void});$ ▷ inputs the next line ◁
  extern void $check\_complete(\mathbf{void});$ ▷ checks that all changes were picked up ◁
  extern void $reset\_input(\mathbf{void});$ ▷ initialize to read the web file and change file ◁

10* Code related to section numbers:

⟨ Common code for CWEAVE and CTANGLE 3* ⟩ +≡
  extern sixteen_bits $section\_count;$ ▷ the current section number ◁
  extern boolean $changed\_section[\,];$ ▷ is the section changed? ◁
  extern boolean $change\_pending;$ ▷ is a decision about change still unclear? ◁
  extern boolean $print\_where;$ ▷ tells CTANGLE to print line and file info ◁

11* Code related to identifier and section name storage:

#**define** $length(c)$ (**size_t**)$((c+1)\text{-}byte\_start - (c)\text{-}byte\_start)$ ▷ the length of a name ◁
#**define** $print\_id(c)$ $term\_write((c)\text{-}byte\_start, length(c))$ ▷ print identifier ◁
#**define** $llink$ $link$ ▷ left link in binary search tree for section names ◁
#**define** $rlink$ $dummy.Rlink$ ▷ right link in binary search tree for section names ◁
#**define** $root$ $name\_dir\text{-}rlink$ ▷ the root of the binary search tree for section names ◁
#**define** ilk $dummy.Ilk$ ▷ used by CWEAVE only ◁

⟨ Common code for CWEAVE and CTANGLE 3* ⟩ +≡
  typedef struct name_info {
    char ∗$byte\_start$;   ▷ beginning of the name in $byte\_mem$ ◁
    struct name_info ∗$link$;
    union {
      struct name_info ∗$Rlink$;   ▷ right link in binary search tree for section names ◁
      eight_bits Ilk;   ▷ used by identifiers in CWEAVE only ◁
    } $dummy$;
    void ∗$equiv\_or\_xref$;   ▷ info corresponding to names ◁
  } name_info;   ▷ contains information about an identifier or section name ◁
  typedef name_info ∗**name_pointer**;   ▷ pointer into array of **name_infos** ◁
  typedef name_pointer ∗**hash_pointer**;
  extern char $byte\_mem[\,]$;   ▷ characters of names ◁
  extern char ∗$byte\_mem\_end$;   ▷ end of $byte\_mem$ ◁
  extern char ∗$byte\_ptr$;   ▷ first unused position in $byte\_mem$ ◁
  extern name_info $name\_dir[\,]$;   ▷ information about names ◁
  extern name_pointer $name\_dir\_end$;   ▷ end of $name\_dir$ ◁
  extern name_pointer $name\_ptr$;   ▷ first unused position in $name\_dir$ ◁
  extern name_pointer $hash[\,]$;   ▷ heads of hash lists ◁
  extern hash_pointer $hash\_end$;   ▷ end of $hash$ ◁
  extern hash_pointer $hash\_ptr$;   ▷ index into hash-head array ◁

12* ⟨ Predeclaration of procedures 4* ⟩ +≡
  extern name_pointer $id\_lookup($**const char** ∗, **const char** ∗, **eight_bits**$)$;
    ▷ looks up a string in the identifier table ◁
  extern name_pointer $section\_lookup($**char** ∗, **char** ∗, **boolean**$)$;   ▷ finds section name ◁
  extern void $print\_prefix\_name($**name_pointer**$)$;
  extern void $print\_section\_name($**name_pointer**$)$;
  extern void $sprint\_section\_name($**char** ∗, **name_pointer**$)$;

  extern boolean $names\_match($**name_pointer**, **const char** ∗, **size_t**, **eight_bits**$)$;
    ▷ two routines defined in ctangle.w and cweave.w ◁
  extern void $init\_node($**name_pointer**$)$;

13* Code related to error handling:

#**define** $spotless$ 0   ▷ $history$ value for normal jobs ◁
#**define** $harmless\_message$ 1   ▷ $history$ value when non-serious info was printed ◁
#**define** $error\_message$ 2   ▷ $history$ value when an error was noted ◁
#**define** $fatal\_message$ 3   ▷ $history$ value when we had to stop prematurely ◁
#**define** $mark\_harmless()$ **if** $(history \equiv spotless)$ $history \leftarrow harmless\_message$
#**define** $mark\_error()$ $history \leftarrow error\_message$
#**define** $confusion(s)$ $fatal(\_("!\_This\_can't\_happen:\_"), s)$

⟨ Common code for CWEAVE and CTANGLE 3* ⟩ +≡
  extern int $history$;   ▷ indicates how bad this run was ◁

14* ⟨Predeclaration of procedures 4*⟩ +≡
  extern int *wrap_up*(**void**);   ▷ indicate *history* and exit ◁
  extern void *err_print*(**const char** ∗);   ▷ print error message and context ◁
  extern void *fatal*(**const char** ∗, **const char** ∗);   ▷ issue error message and die ◁
  extern void *overflow*(**const char** ∗);   ▷ succumb because a table has overflowed ◁
  extern void *cb_show_banner*(**void**);   ▷ copy *banner* back to common.w ◁
  extern void *print_stats*(**void**);   ▷ defined in ctangle.w and cweave.w ◁

15* Code related to command line arguments:

#**define** *show_banner* *flags*['b']   ▷ should the banner line be printed? ◁
#**define** *show_progress* *flags*['p']   ▷ should progress reports be printed? ◁
#**define** *show_happiness* *flags*['h']   ▷ should lack of errors be announced? ◁
#**define** *show_stats* *flags*['s']   ▷ should statistics be printed at end of run? ◁
#**define** *make_xrefs* *flags*['x']   ▷ should cross references be output? ◁
#**define** *check_for_change* *flags*['c']   ▷ check temporary output for changes ◁

⟨Common code for CWEAVE and CTANGLE 3*⟩ +≡
  extern int *argc*;   ▷ copy of *ac* parameter to *main* ◁
  extern char ∗∗*argv*;   ▷ copy of *av* parameter to *main* ◁
  extern char *C_file_name*[ ];   ▷ name of *C_file* ◁
  extern char *tex_file_name*[ ];   ▷ name of *tex_file* ◁
  extern char *idx_file_name*[ ];   ▷ name of *idx_file* ◁
  extern char *scn_file_name*[ ];   ▷ name of *scn_file* ◁
  extern char *check_file_name*[ ];   ▷ name of *check_file* ◁
  extern boolean *flags*[ ];   ▷ an option for each 7-bit code ◁
  extern const char ∗*use_language*;   ▷ prefix to cwebmac.tex in TEX output ◁

16* Code related to output:

#**define** *update_terminal*( ) *fflush*(*stdout*)   ▷ empty the terminal output buffer ◁
#**define** *new_line*( ) *putchar*('\n')
#**define** *term_write*(*a*, *b*) *fflush*(*stdout*), *fwrite*(*a*, **sizeof**(**char**), *b*, *stdout*)

⟨Common code for CWEAVE and CTANGLE 3*⟩ +≡
  extern FILE ∗*C_file*;   ▷ where output of CTANGLE goes ◁
  extern FILE ∗*tex_file*;   ▷ where output of CWEAVE goes ◁
  extern FILE ∗*idx_file*;   ▷ where index from CWEAVE goes ◁
  extern FILE ∗*scn_file*;   ▷ where list of sections from CWEAVE goes ◁
  extern FILE ∗*active_file*;   ▷ currently active file for CWEAVE output ◁
  extern FILE ∗*check_file*;   ▷ temporary output file ◁

17* The following parameters are sufficient to handle TEX (converted to CWEB), so they should be sufficient for most applications of CWEB.

#**define** *buf_size* 1000   ▷ maximum length of input line, plus one ◁
#**define** *longest_name* 10000   ▷ file names, section names, and section texts shouldn't be longer than this ◁
#**define** *long_buf_size* (*buf_size* + *longest_name*)   ▷ for CWEAVE ◁
#**define** *max_bytes* 1000000
     ▷ the number of bytes in identifiers, index entries, and section names; must be less than 2^{24} ◁
#**define** *max_names* 10239   ▷ number of identifiers, strings, section names; must be less than 10240 ◁
#**define** *max_sections* 4000   ▷ greater than the total number of sections ◁

18* End of COMMON interface.

20*   #**define** *max_texts* 10239   ▷ number of replacement texts, must be less than 10240 ◁
#**define** *max_toks* 1000000   ▷ number of bytes in compressed C code ◁

⟨ Private variables 20* ⟩ ≡
  static text *text_info*[*max_texts*];
  static text_pointer *text_info_end* ← *text_info* + *max_texts* − 1;
  static text_pointer *text_ptr*;   ▷ first unused position in *text_info* ◁
  static eight_bits *tok_mem*[*max_toks*];
  static eight_bits ∗*tok_mem_end* ← *tok_mem* + *max_toks* − 1;
  static eight_bits ∗*tok_ptr*;   ▷ first unused position in *tok_mem* ◁

See also sections 26, 32, 38, 42, 45, 53, 57, 62, 66, 68, and 82*.

This code is used in section 1*.

29*   The following procedure is used to enter a two-byte value into *tok_mem* when a replacement text is being generated.

  static void *store_two_bytes*(**sixteen_bits** *x*)
  {
    if (*tok_ptr* + 2 > *tok_mem_end*) *overflow*(_("token"));
    ∗*tok_ptr* ++ ← *x* ≫ 8;   ▷ store high byte ◁
    ∗*tok_ptr* ++ ← *x* & °*377*;   ▷ store low byte ◁
  }

35*   When the replacement text for name *p* is to be inserted into the output, the following subroutine is called to save the old level of output and get the new one going.
  We assume that the C compiler can copy structures.

  static void *push_level*(▷ suspends the current level ◁
    name_pointer *p*)
  {
    if (*stack_ptr* ≡ *stack_end*) *overflow*(_("stack"));
    ∗*stack_ptr* ← *cur_state*; *stack_ptr* ++;
    if (*p* ≠ Λ) {   ▷ *p* ≡ Λ means we are in *output_defs* ◁
      cur_name ← *p*; *cur_repl* ← (**text_pointer**) *p*⁃*equiv*; *cur_byte* ← *cur_repl*⁃*tok_start*;
      cur_section ← 0;
    }
  }

40*   The user may have forgotten to give any C text for a section name, or the C text may have been associated with a different name by mistake.

⟨ Expand section *a* − °*24000*, **goto** *restart* 40* ⟩ ≡
  {
    a −= °*24000*;
    if ((*a* + *name_dir*)⁃*equiv* ≠ (**void** ∗) *text_info*) *push_level*(*a* + *name_dir*);
    else if (*a* ≠ 0) {
      printf("%s", _("\n!␣Not␣present:␣<")); *print_section_name*(*a* + *name_dir*); *err_print*(">");
    }
    goto *restart*;
  }

This code is used in section 39.

47* ⟨ If it's not there, add *cur_section_name* to the output file stack, or complain we're out of room 47* ⟩ ≡

  {

    for (*an_output_file* ← *cur_out_file*; *an_output_file* < *end_output_files*; *an_output_file*++)

      if (∗*an_output_file* ≡ *cur_section_name*) **break**;

    if (*an_output_file* ≡ *end_output_files*) {

      if (*cur_out_file* > *output_files*) ∗−−*cur_out_file* ← *cur_section_name*;

      else *overflow*(_("output␣files"));

    }

  }

This code is used in section 77.

48*   The big output switch.   Here then is the routine that does the output.

static void *phase_two*(**void**)
{
    phase ← 2; *web_file_open* ← *false*; *cur_line* ← 1; ⟨Initialize the output stacks 33⟩
    ⟨Output macro definitions if appropriate 52⟩
    if (*text_info→text_link* ≡ *macro* ∧ *cur_out_file* ≡ *end_output_files*) {
      printf("%s", _("\n!␣No␣program␣text␣was␣specified.")); *mark_harmless*( );
    }
    else {
      if (*show_progress*) {
        printf(*cur_out_file* ≡ *end_output_files* ? _("\nWriting␣the␣output␣file␣(%s):") :
          _("\nWriting␣the␣output␣files:␣(%s)"), *C_file_name*); *update_terminal*( );
      }
      if (*text_info→text_link* ≠ *macro*) ⟨Output material from *stack* 51⟩
      ⟨Write all the named output files 50*⟩
      if (*show_happiness*) {
        if (*show_progress*) *new_line*( );
        printf("%s", _("Done."));
      }
    }
}

50*   To write the named output files, we proceed as for the unnamed section. The only subtlety is that we
have to open each one.

⟨Write all the named output files 50*⟩ ≡
  if (*check_for_change*) {
    fclose(*C_file*); *C_file* ← Λ; ⟨Update the primary result when it has changed 106*⟩
  }
  for (*an_output_file* ← *end_output_files*; *an_output_file* > *cur_out_file*;) {
    an_output_file −−; *sprint_section_name*(*output_file_name*, ∗*an_output_file*);
    if (*check_for_change*) ⟨Open the intermediate output file 105*⟩
    else {
      fclose(*C_file*);
      if ((*C_file* ← *fopen*(*output_file_name*, "wb")) ≡ Λ)
        fatal(_("!␣Cannot␣open␣output␣file␣"), *output_file_name*);
    }
    if (*show_progress*) {
      printf("\n(%s)", *output_file_name*); *update_terminal*( );
    }
    cur_line ← 1; ⟨Initialize the secondary output 34⟩
    ⟨Output material from *stack* 51⟩
    if (*check_for_change*) {
      fclose(*C_file*); *C_file* ← Λ; ⟨Update the secondary results when they have changed 110*⟩
    }
  }
  if (*check_for_change*) *strcpy*(*check_file_name*, "");   ▷ We want to get rid of the temporary file ◁
This code is used in section 48*.

54* #**define** *macro_end* (*cur_text* + 1)→*tok_start*   ▷ end of *macro* replacement text ◁

#**define** *C_printf* (*c, a*) *fprintf* (*C_file, c, a*)
#**define** *C_putc*(*c*) *fputc*((**int**)(*c*), *C_file*)   ▷ isn't C wonderfully consistent? ◁

  static void *output_defs*(**void**)
  {
    sixteen_bits *a*;
    push_level (Λ);
    for (*cur_text* ← *text_info* + 1; *cur_text* < *text_ptr*; *cur_text* ++)
      if (*cur_text*→*text_link* ≡ *macro*) {   ▷ *cur_text* is the text for a *macro* ◁
        cur_byte ← *cur_text*→*tok_start*; *C_printf* ("%s", "#define␣"); *out_state* ← *normal*;
        protect ← *true*;   ▷ newlines should be preceded by '\\' ◁
        while (*cur_byte* < *macro_end*) {
          a ← ∗*cur_byte* ++;
          if (*cur_byte* ≡ *macro_end* ∧ *a* ≡ '\n') **break**;   ▷ disregard a final newline ◁
          if (*out_state* ≡ *verbatim* ∧ *a* ≠ *string* ∧ *a* ≠ *constant* ∧ *a* ≠ '\n') *C_putc*(*a*);
             ▷ a high-bit character can occur in a string ◁
          else if (*a* < °*200*) *out_char*(*a*);   ▷ one-byte token ◁
          else {
            a ← (*a* − °*200*) ∗ °*400* + ∗*cur_byte* ++;
            if (*a* < °*24000*) {   ▷ °*24000* ≡ (°*250* − °*200*) ∗ °*400* ◁
              cur_val ← (**int**) *a*; *out_char*(*identifier*);
            }
            else if (*a* < °*50000*) *confusion*(_("macro␣defs␣have␣strange␣char"));
            else {
              cur_val ← (**int**) *a* − °*50000*; *cur_section* ← (**sixteen_bits**) *cur_val*;
              out_char(*section_number*);
            }   ▷ no other cases ◁
          }
        }
        protect ← *false*; *flush_buffer* ();
      }
    pop_level (*false*);
  }

59* Nowadays, most computer files are encoded in some form of "Unicode". A very convenient special case is "UTF-8", a variable-length multi-byte encoding. In order to avoid major surgery for the transliteration feature—as tempting as the extended notation `@l c3bc ue` might be—, CTANGLE accepts the `+u` option to activate a "poor man's UTF-8" mechanism. The first in a sequence of up to four high-bit bytes (amounting to more than 2^{20} possible character representations) determines the number of bytes used to represent the next character. Instead of extending the *translit* table to this multi-byte scenario, we simply strip all but the last byte and use this as the transliteration index.

Example: While in "classic ASCII" the German word *grün* could be treated with transliteration `@l fc ue` (from codepage ISO/IEC 8859-1) to get `gruen` as suggested above, in UTF-8 you'd be advised to use `@l bc ue` instead, because character *ü* (latin small letter u with diaeresis) is encoded as the two-byte sequence `c3 bc`, indicated by the initial three bits of byte `c3` (`1100 0011`). Note that this simple approach leads to the collision with character $1/4$ (vulgar fraction one quarter) with its two-byte encoding `c2 bc`.

#**define** *transliterate_utf_eight* ≡ *flags*['u']

⟨ Case of an identifier 59* ⟩ ≡
  case *identifier*:
    if (*out_state* ≡ *num_or_id*) *C_putc*('␣');
    for (*j* ← (*cur_val* + *name_dir*)⃗*byte_start*; *j* < (*cur_val* + *name_dir* + 1)⃗*byte_start*; *j*++)
      if (*ishigh*(∗*j*)) {
        if (*transliterate_utf_eight*) {
          if ((**eight_bits**)(∗*j*) ≥ °*360*) *j* += 3;
          else if ((**eight_bits**)(∗*j*) ≥ °*340*) *j* += 2;
          else if ((**eight_bits**)(∗*j*) ≥ °*300*) *j* += 1;
        }
        C_printf("%s", *translit*[(**eight_bits**)(∗*j*) − °*200*]);
      }
      else *C_putc*(∗*j*);
    out_state ← *num_or_id*; **break**;

This code is used in section 55.

67*   **static boolean** *skip_comment* (▷ skips over comments ◁
         boolean *is_long_comment*)
  {
     char *c*;   ▷ current character ◁
     while (*true*) {
        if (*loc* > *limit*) {
           if (*is_long_comment*) {
              if (*get_line*( )) **return** *comment_continues* ← *true*;
              else {
                 err_print(("!␣Input␣ended␣in␣mid-comment")); **return** *comment_continues* ← *false*;
              }
           }
           else return *comment_continues* ← *false*;
        }
        c ← *(*loc*++);
        if (*is_long_comment* ∧ *c* ≡ '*' ∧ *loc* ≡ '/') {
           loc++; **return** *comment_continues* ← *false*;
        }
        if (*c* ≡ '@') {
           if (*ccode*[(**eight_bits**) *loc*] ≡ *new_section*) {
              err_print(("!␣Section␣name␣ended␣in␣mid-comment")); *loc*−−;
              return *comment_continues* ← *false*;
           }
           else *loc*++;
        }
     }
  }

74* C strings and character constants, delimited by double and single quotes, respectively, can contain newlines or instances of their own delimiters if they are protected by a backslash. We follow this convention, but do not allow the string to be longer than *longest_name*.

⟨ Get a string 74* ⟩ ≡
  {
      char *delim* ← (**char**) *c*;   ▷ what started the string ◁
      id_first ← *section_text* + 1; *id_loc* ← *section_text*; *++*id_loc* ← *delim*;
      if (*delim* ≡ 'L' ∨ *delim* ≡ 'u' ∨ *delim* ≡ 'U') {   ▷ wide character constant ◁
        if (*delim* ≡ 'u' ∧ *loc ≡ '8') *++*id_loc* ← *loc++;
        delim ← *loc++; *++*id_loc* ← *delim*;
      }
      while (*true*) {
        if (*loc* ≥ *limit*) {
          if (*(*limit* − 1) ≠ '\\') {
            err_print(_("!␣String␣didn't␣end")); *loc* ← *limit*; **break**;
          }
          if (*get_line*( ) ≡ *false*) {
            err_print(_("!␣Input␣ended␣in␣middle␣of␣string")); *loc* ← *buffer*; **break**;
          }
          else if (++*id_loc* ≤ *section_text_end*) *id_loc ← '\n';   ▷ will print as "\\\n" ◁
        }
        if ((*c* ← (**eight_bits**) *loc++) ≡ *delim*) {
          if (++*id_loc* ≤ *section_text_end*) *id_loc ← (**char**) *c*;
          break;
        }
        if (*c* ≡ '\\') {
          if (*loc* ≥ *limit*) **continue**;
          if (++*id_loc* ≤ *section_text_end*) *id_loc ← '\\';
          c ← (**eight_bits**) *loc++;
        }
        if (++*id_loc* ≤ *section_text_end*) *id_loc ← (**char**) *c*;
      }
      if (*id_loc* ≥ *section_text_end*) {
        printf("%s", _("\n!␣String␣too␣long:␣")); *term_write*(*section_text* + 1, 25); *err_print*("...");
      }
      id_loc++; **return** *string*;
  }
This code is used in section 69.

75.* After an @ sign has been scanned, the next character tells us whether there is more work to do.

⟨ Get control code and possible section name 75* ⟩ ≡
  switch (*c* ← *ccode* [(**eight_bits**) ∗*loc* ++]) {
  case *ignore*: **continue**;
  case *translit_code*: *err_print* (_("!␣Use␣@l␣in␣limbo␣only")); **continue**;
  case *control_text*:
    while ((*c* ← *skip_ahead* ( )) ≡ '@') ;   ▷ only @@ and @> are expected ◁
    if (∗(*loc* − 1) ≠ '>') *err_print* (_("!␣Double␣@␣should␣be␣used␣in␣control␣text"));
    continue;
  case *section_name*: *cur_section_name_char* ← ∗(*loc* − 1);
    ⟨ Scan the section name and make *cur_section_name* point to it 77 ⟩
  case *string*: ⟨ Scan a verbatim string 81* ⟩
  case *ord*: ⟨ Scan an ASCII constant 76* ⟩
  default: **return** *c*;
  }
This code is cited in section 92.
This code is used in section 69.

76.* After scanning a valid ASCII constant that follows @', this code plows ahead until it finds the next single quote. (Special care is taken if the quote is part of the constant.) Anything after a valid ASCII constant is ignored; thus, @'\nopq' gives the same result as @'\n'.

⟨ Scan an ASCII constant 76* ⟩ ≡
  id_first ← *loc*;
  if (∗*loc* ≡ '\\')
    if (∗++*loc* ≡ '\'') *loc* ++;
  while (∗*loc* ≠ '\'') {
    if (∗*loc* ≡ '@') {
      if (∗(*loc* + 1) ≠ '@') *err_print* (_("!␣Double␣@␣should␣be␣used␣in␣ASCII␣constant"));
      else *loc* ++;
    }
    loc ++;
    if (*loc* > *limit*) {
      err_print (_("!␣String␣didn't␣end")); *loc* ← *limit* − 1; **break**;
    }
  }
  loc ++; **return** *ord*;
This code is used in section 75*.

79* ⟨Put section name into *section_text* 79*⟩ ≡
  while (*true*) {
    if (*loc* > *limit* ∧ *get_line*( ) ≡ *false*) {
      err_print(_("!␣Input␣ended␣in␣section␣name")); *loc* ← *buffer* + 1; **break**;
    }
    c ← (**eight_bits**) *∗loc*; ⟨If end of name or erroneous nesting, **break** 80*⟩
    loc ++;
    if (*k* < *section_text_end*) *k*++;
    if (*xisspace*(*c*)) {
      c ← (**eight_bits**) '␣';
      if (∗(*k* − 1) ≡ '␣') *k*−−;
    }
    ∗k ← (**char**) *c*;
  }
  if (*k* ≥ *section_text_end*) {
    printf("%s", _("\n!␣Section␣name␣too␣long:␣")); *term_write*(*section_text* + 1, 25); *printf*("...");
    mark_harmless( );
  }
  if (*∗k* ≡ '␣' ∧ *k* > *section_text*) *k*−−;
This code is used in section 77.

80* ⟨If end of name or erroneous nesting, **break** 80*⟩ ≡
  if (*c* ≡ '@') {
    c ← (**eight_bits**) ∗(*loc* + 1);
    if (*c* ≡ '>') {
      loc += 2; **break**;
    }
    if (*ccode*[(**eight_bits**) *c*] ≡ *new_section*) {
      err_print(_("!␣Section␣name␣didn't␣end")); **break**;
    }
    if (*ccode*[(**eight_bits**) *c*] ≡ *section_name*) {
      err_print(_("!␣Nesting␣of␣section␣names␣not␣allowed")); **break**;
    }
    ∗(++*k*) ← '@'; *loc* ++;   ▷ now *c* ≡ *∗loc* again ◁
  }
This code is used in section 79*.

81*   At the present point in the program we have ∗(*loc* − 1) ≡ *string*; we set *id_first* to the beginning of
the string itself, and *id_loc* to its ending-plus-one location in the buffer. We also set *loc* to the position just
after the ending delimiter.

⟨Scan a verbatim string 81*⟩ ≡
  id_first ← *loc*++; ∗(*limit* + 1) ← '@'; ∗(*limit* + 2) ← '>';
  while (∗*loc* ≠ '@' ∨ ∗(*loc* + 1) ≠ '>') *loc*++;
  if (*loc* ≥ *limit*) *err_print*(_("!␣Verbatim␣string␣didn't␣end"));
  id_loc ← *loc*; *loc* += 2; **return** *string*;
This code is used in section 75*.

82* Scanning a macro definition.   The rules for generating the replacement texts corresponding to macros and C texts of a section are almost identical; the only differences are that

a) Section names are not allowed in macros; in fact, the appearance of a section name terminates such macros and denotes the name of the current section.
b) The symbols @d and @f and @c are not allowed after section names, while they terminate macro definitions.
c) Spaces are inserted after right parentheses in macros, because the ANSI C preprocessor sometimes requires it.

Therefore there is a single procedure *scan_repl* whose parameter t specifies either *macro* or *section_name*. After *scan_repl* has acted, *cur_text* will point to the replacement text just generated, and *next_control* will contain the control code that terminated the activity.

#**define** *app_repl*(c)
            {
                if (*tok_ptr* ≡ *tok_mem_end*) *overflow*(_("token"));
                else ∗(*tok_ptr*++) ← (**eight_bits**) c;
            }

⟨ Private variables 20* ⟩ +≡
  static text_pointer *cur_text*;   ▷ replacement text formed by *scan_repl* ◁
  static eight_bits *next_control*;

83*   static void *scan_repl*(▷ creates a replacement text ◁
        eight_bits t)
  {
    sixteen_bits a;   ▷ the current token ◁

    if (t ≡ *section_name*) ⟨Insert the line number into *tok_mem* 85⟩
    while (*true*)
      switch (a ← *get_next*()) {
      ⟨In cases that a is a non-**char** token (*identifier*, *section_name*, etc.), either process it and change a
            to a byte that should be stored, or **continue** if a should be ignored, or **goto** *done* if a signals
            the end of this replacement text 86*⟩
      case ')': *app_repl*(a);
        if (t ≡ *macro*) *app_repl*('␣');
        break;
      default: *app_repl*(a);   ▷ store a in *tok_mem* ◁
        }
  done: *next_control* ← (**eight_bits**) a;
    if (*text_ptr* > *text_info_end*) *overflow*(_("text"));
    cur_text ← *text_ptr*; (++*text_ptr*)→*tok_start* ← *tok_ptr*;
  }

86* ⟨In cases that a is a non-**char** token (*identifier*, *section_name*, etc.), either process it and change a to a byte that should be stored, or **continue** if a should be ignored, or **goto** *done* if a signals the end of this replacement text 86*⟩ ≡

  case *identifier*: *store_id*(*a*);

    if (*buffer ≡ '#' ∧ ((*id_loc* − *id_first* ≡ 5 ∧ *strncmp*("endif", *id_first*, 5) ≡ 0) ∨

        (*id_loc* − *id_first* ≡ 4 ∧ *strncmp*("else", *id_first*, 4) ≡ 0) ∨

        (*id_loc* − *id_first* ≡ 4 ∧ *strncmp*("elif", *id_first*, 4) ≡ 0)))   ▷ Avoid preprocessor calamities ◁

      print_where ← *true*;

    break;

  case *section_name*:

    if (*t* ≠ *section_name*) **goto** *done*;

    else {

      ⟨Was an '@' missed here? 87*⟩

      a ← *cur_section_name* − *name_dir*; *app_repl*((*a*/°400) + °250); *app_repl*(*a* % °400);

      ⟨Insert the line number into *tok_mem* 85⟩

    }

    break;

  case *output_defs_code*:

    if (*t* ≠ *section_name*) *err_print*(_("!␣Misplaced␣@h"));

    else {

      output_defs_seen ← *true*; *a* ← *output_defs_flag*; *app_repl*((*a*/°400) + °200); *app_repl*(*a* % °400);

      ⟨Insert the line number into *tok_mem* 85⟩

    }

    break;

  case *constant*: **case** *string*: ⟨Copy a string or verbatim construction or numerical constant 88*⟩

    break;

  case *ord*: ⟨Copy an ASCII constant 89*⟩

    break;

  case *definition*: **case** *format_code*: **case** *begin_C*:

    if (*t* ≠ *section_name*) **goto** *done*;

    else {

      err_print(_("!␣@d,␣@f␣and␣@c␣are␣ignored␣in␣C␣text")); **continue**;

    }

  case *new_section*: **goto** *done*;

This code is used in section 83*.

87* ⟨Was an '@' missed here? 87*⟩ ≡

  {

    char *try_loc ← *loc*;

    while (*try_loc ≡ '␣' ∧ *try_loc* < *limit*) *try_loc*++;

    if (*try_loc ≡ '+' ∧ *try_loc* < *limit*) *try_loc*++;

    while (*try_loc ≡ '␣' ∧ *try_loc* < *limit*) *try_loc*++;

    if (*try_loc ≡ '=') *err_print*(_("!␣Missing␣'@␣'␣before␣a␣named␣section"));

      ▷ user who isn't defining a section should put newline after the name, as explained in the manual ◁

  }

This code is used in section 86*.

88*   By default, `CTANGLE` purges single-quote characters from C++-style literals, e.g., `1'000'000`, so that you can use this notation also in C code. The `+k` switch will 'keep' the single quotes in the output.

#**define** *keep_digit_separators* *flags*[`'k'`]

⟨ Copy a string or verbatim construction or numerical constant 88* ⟩ ≡
   app_repl(*a*);   ▷ *string* or *constant* ◁
   while (*id_first* < *id_loc*) {   ▷ simplify @@ pairs ◁
     if (∗*id_first* ≡ `'@'`) {
       if (∗(*id_first* + 1) ≡ `'@'`) *id_first*++;
       else *err_print*(_(`"!␣Double␣@␣should␣be␣used␣in␣string"`));
     }
     else if (*a* ≡ *constant* ∧ ∗*id_first* ≡ `'\''` ∧ ¬*keep_digit_separators*) *id_first*++;
     app_repl(∗*id_first*++);
   }
   app_repl(*a*);
This code is used in section 86*.

89* This section should be rewritten on machines that don't use ASCII code internally.

⟨ Copy an ASCII constant 89* ⟩ ≡

```
{
    int c ← (int)((eight_bits) *id_first);
    if (c ≡ '\\') {
        c ← (int)((eight_bits) *++id_first);
        if (c ≥ '0' ∧ c ≤ '7') {
            c −= '0';
            if (*(id_first + 1) ≥ '0' ∧ *(id_first + 1) ≤ '7') {
                c ← 8 * c + *(++id_first) − '0';
                if (*(id_first + 1) ≥ '0' ∧ *(id_first + 1) ≤ '7' ∧ c < 32) c ← 8 * c + *(++id_first) − '0';
            }
        }
        else
            switch (c) {
            case 't': c ← '\t'; break;
            case 'n': c ← '\n'; break;
            case 'b': c ← '\b'; break;
            case 'f': c ← '\f'; break;
            case 'v': c ← '\v'; break;
            case 'r': c ← '\r'; break;
            case 'a': c ← '\7'; break;
            case '?': c ← '?'; break;
            case 'x':
                if (xisdigit(*(id_first + 1))) c ← (int)(*(++id_first) − '0');
                else if (xisxdigit(*(id_first + 1))) {
                    ++id_first; c ← toupper((int) *id_first) − 'A' + 10;
                }
                if (xisdigit(*(id_first + 1))) c ← 16 * c + (int)(*(++id_first) − '0');
                else if (xisxdigit(*(id_first + 1))) {
                    ++id_first; c ← 16 * c + toupper((int) *id_first) − (int) 'A' + 10;
                }
                break;
            case '\\': c ← '\\'; break;
            case '\'': c ← '\''; break;
            case '\"': c ← '\"'; break;
            default: err_print(_("! Unrecognized escape sequence"));
            }
    }      ▷ at this point c should have been converted to its ASCII code number ◁
    app_repl(constant);
    if (c ≥ 100) app_repl((int) '0' + c/100);
    if (c ≥ 10) app_repl((int) '0' + (c/10) % 10);
    app_repl((int) '0' + c % 10); app_repl(constant);
}
```

This code is used in section 86*.

93* ⟨Scan a definition 93*⟩ ≡
  while ((*next_control* ← *get_next*( )) ≡ '\n') ;   ▷ allow newline before definition ◁
  if (*next_control* ≠ *identifier*) {
    err_print(_("!␣Definition␣flushed,␣must␣start␣with␣identifier")); **continue**;
  }
  store_id(*a*);   ▷ append the lhs ◁
  if (∗*loc* ≠ '(') {   ▷ identifier must be separated from replacement text ◁
    app_repl(*string*); *app_repl*('␣'); *app_repl*(*string*);
  }
  scan_repl(*macro*); *cur_text*→*text_link* ← *macro*;
This code is used in section 90.

100* Only a small subset of the control codes is legal in limbo, so limbo processing is straightforward.
  static void *skip_limbo*(**void**)
  {
    while (*true*) {
      if (*loc* > *limit* ∧ *get_line*( ) ≡ *false*) **return**;
      ∗(*limit* + 1) ← '@';
      while (∗*loc* ≠ '@') *loc*++;
      if (*loc*++ ≤ *limit*) {
        char *c* ← ∗*loc*++;
        switch (*ccode*[(**eight_bits**) *c*]) {
        case *new_section*: **return**;
        case *translit_code*: ⟨Read in transliteration of a character 102*⟩
          break;
        case *format_code*: **case** '@': **break**;
        case *control_text*:
          if (*c* ≡ 'q' ∨ *c* ≡ 'Q') {
            while ((*c* ← (**char**) *skip_ahead*( )) ≡ '@') ;
            if (∗(*loc* − 1) ≠ '>') *err_print*(_("!␣Double␣@␣should␣be␣used␣in␣control␣text"));
            break;
          }
          /*␣otherwise␣fall␣through␣*/
        default: *err_print*(_("!␣Double␣@␣should␣be␣used␣in␣limbo"));
        }
      }
    }
  }

102* ⟨Read in transliteration of a character 102*⟩ ≡
  while $(xisspace(*loc) \land loc < limit)$ $loc\mathbin{+\!+}$;
  $loc \mathrel{+\!=} 3$;
  if $(loc > limit \lor \neg xisxdigit(*(loc - 3)) \lor \neg xisxdigit(*(loc - 2))$
        $\lor (*(loc - 3) \geq \text{'0'} \land *(loc - 3) \leq \text{'7'}) \lor \neg xisspace(*(loc - 1)))$
    $err\_print(\_("!\sqcup Improper\sqcup hex\sqcup number\sqcup following\sqcup @l"))$;
  else {
    unsigned int i;
    char $*beg$;
    $sscanf(loc - 3, "\%x", \&i)$;
    while $(xisspace(*loc) \land loc < limit)$ $loc\mathbin{+\!+}$;
    $beg \leftarrow loc$;
    while $(loc < limit \land (xisalpha(*loc) \lor xisdigit(*loc) \lor isxalpha(*loc)))$ $loc\mathbin{+\!+}$;
    if $(loc - beg \geq translit\_length)$ $err\_print(\_("!\sqcup Replacement\sqcup string\sqcup in\sqcup @l\sqcup too\sqcup long"))$;
    else {
      $strncpy(translit[i - °200], beg, (\textbf{size\_t})(loc - beg))$; $translit[i - °200][loc - beg] \leftarrow \text{'\textbackslash 0'}$;
    }
  }

This code is used in section 100*.

103* Because on some systems the difference between two pointers is a **ptrdiff_t** but not an **int**, we use
%td to print these quantities.

  void $print\_stats(\textbf{void})$
  {
    $puts(\_("\textbackslash nMemory\sqcup usage\sqcup statistics:"))$;
    $printf(\_("\%td\sqcup names\sqcup(out\sqcup of\sqcup\%ld)\textbackslash n"), (\textbf{ptrdiff\_t})(name\_ptr - name\_dir), (\textbf{long})\ max\_names)$;
    $printf(\_("\%td\sqcup replacement\sqcup texts\sqcup(out\sqcup of\sqcup\%ld)\textbackslash n"), (\textbf{ptrdiff\_t})(text\_ptr - text\_info)$,
        $(\textbf{long})\ max\_texts)$;
    $printf(\_("\%td\sqcup bytes\sqcup(out\sqcup of\sqcup\%ld)\textbackslash n"), (\textbf{ptrdiff\_t})(byte\_ptr - byte\_mem), (\textbf{long})\ max\_bytes)$;
    $printf(\_("\%td\sqcup tokens\sqcup(out\sqcup of\sqcup\%ld)\textbackslash n"), (\textbf{ptrdiff\_t})(tok\_ptr - tok\_mem), (\textbf{long})\ max\_toks)$;
  }

104*   Extensions to `CWEB`.   The following sections introduce new or improved features that have been created by numerous contributors over the course of a quarter century.

Care has been taken to keep the original section numbering intact, so this new material should nicely integrate with the original "**104. Index**."

105* Output file update. Most C projects are controlled by a `Makefile` that automatically takes care of the temporal dependencies between the different source modules. It may be convenient that CWEB doesn't create new output for all existing files, when there are only changes to some of them. Thus the `make` process will only recompile those modules where necessary. You can activate this feature with the '`+c`' command-line option. The idea and basic implementation of this mechanism can be found in the program NUWEB by Preston Briggs, to whom credit is due.

⟨ Open the intermediate output file 105* ⟩ ≡
  {
    if $((C\_file \leftarrow fopen(output\_file\_name, "\mathtt{a}")) \equiv \Lambda)$
      $fatal(\_("!\_\sqcup Cannot\_\sqcup open\_\sqcup output\_\sqcup file\_\sqcup"), output\_file\_name);$
    else $fclose(C\_file);$ ▷ Test accessability ◁
    if $((C\_file \leftarrow fopen(check\_file\_name, "\mathtt{wb}")) \equiv \Lambda)$
      $fatal(\_("!\_\sqcup Cannot\_\sqcup open\_\sqcup output\_\sqcup file\_\sqcup"), check\_file\_name);$
  }
This code is used in section 50*.

106* ⟨ Update the primary result when it has changed 106* ⟩ ≡
  if $((C\_file \leftarrow fopen(C\_file\_name, "\mathtt{r}")) \neq \Lambda)$ {
    ⟨ Set up the comparison of temporary output 107* ⟩
    ⟨ Create the primary output depending on the comparison 109* ⟩
  }
  else $rename(check\_file\_name, C\_file\_name);$ ▷ This was the first run ◁
This code is used in section 50*.

107* ⟨ Set up the comparison of temporary output 107* ⟩ ≡
  boolean $comparison \leftarrow false;$
  if $((check\_file \leftarrow fopen(check\_file\_name, "\mathtt{r}")) \equiv \Lambda)$
    $fatal(\_("!\_\sqcup Cannot\_\sqcup open\_\sqcup output\_\sqcup file\_\sqcup"), check\_file\_name);$
  ⟨ Compare the temporary output to the previous output 108* ⟩
  $fclose(C\_file); C\_file \leftarrow \Lambda; fclose(check\_file); check\_file \leftarrow \Lambda;$
This code is used in sections 106* and 110*.

108* We hope that this runs fast on most systems.

⟨ Compare the temporary output to the previous output 108* ⟩ ≡
  do {
    char $x[\mathtt{BUFSIZ}], y[\mathtt{BUFSIZ}];$
    int $x\_size \leftarrow fread(x, \mathbf{sizeof}(\mathbf{char}), \mathtt{BUFSIZ}, C\_file);$
    int $y\_size \leftarrow fread(y, \mathbf{sizeof}(\mathbf{char}), \mathtt{BUFSIZ}, check\_file);$
    $comparison \leftarrow (x\_size \equiv y\_size) \wedge \neg memcmp(x, y, x\_size);$
  } **while** $(comparison \wedge \neg feof(C\_file) \wedge \neg feof(check\_file));$
This code is used in section 107*.

109* Note the superfluous call to *remove* before *rename*. We're using it to get around a bug in some implementations of *rename*.

⟨ Create the primary output depending on the comparison 109* ⟩ ≡
  if $(comparison)$ $remove(check\_file\_name);$ ▷ The output remains untouched ◁
  else {
    $remove(C\_file\_name); rename(check\_file\_name, C\_file\_name);$
  }
This code is used in section 106*.

110* The author of a CWEB program may want to write the *secondary* output instead of to a file (in
@(...@>) to /dev/null or /dev/stdout or /dev/stderr. We must take care of the *temporary* output
already written to a file and finally get rid of that file.

⟨ Update the secondary results when they have changed 110* ⟩ ≡
 if $(0 \equiv strcmp(\texttt{"/dev/stdout"}, \mathit{output\_file\_name}))$
  ⟨ Redirect temporary output to /dev/stdout 112* ⟩
 else if $(0 \equiv strcmp(\texttt{"/dev/stderr"}, \mathit{output\_file\_name}))$
  ⟨ Redirect temporary output to /dev/stderr 113* ⟩
 else if $(0 \equiv strcmp(\texttt{"/dev/null"}, \mathit{output\_file\_name}))$
  ⟨ Redirect temporary output to /dev/null 114* ⟩
 else { ▷ Hopefully a regular output file ◁
  if $((\mathit{C\_file} \leftarrow fopen(\mathit{output\_file\_name}, \texttt{"r"})) \neq \Lambda)$ {
   ⟨ Set up the comparison of temporary output 107* ⟩
   ⟨ Create the secondary output depending on the comparison 111* ⟩
  }
  else $rename(\mathit{check\_file\_name}, \mathit{output\_file\_name});$ ▷ This was the first run ◁
 }

This code is used in section 50*.

111* Again, we use a call to *remove* before *rename*.

⟨ Create the secondary output depending on the comparison 111* ⟩ ≡
 if $(\mathit{comparison})\ remove(\mathit{check\_file\_name});$ ▷ The output remains untouched ◁
 else {
  $remove(\mathit{output\_file\_name});\ rename(\mathit{check\_file\_name}, \mathit{output\_file\_name});$
 }

This code is used in sections 110*, 112*, 113*, and 114*.

112* Copy secondary output to *stdout*.

⟨ Redirect temporary output to /dev/stdout 112* ⟩ ≡
 {
  ⟨ Setup system redirection 115* ⟩
  do {
   $\mathit{in\_size} \leftarrow fread(\mathit{in\_buf}, \textbf{sizeof}(\textbf{char}), \text{BUFSIZ}, \mathit{check\_file});\ \mathit{in\_buf}[\mathit{in\_size}] \leftarrow \text{'}\backslash0\text{'};$
   $fprintf(\mathit{stdout}, \texttt{"%s"}, \mathit{in\_buf});$
  } **while** $(\neg feof(\mathit{check\_file}));$
  $fclose(\mathit{check\_file});\ \mathit{check\_file} \leftarrow \Lambda;$ ⟨ Create the secondary output depending on the comparison 111* ⟩
 }

This code is used in section 110*.

113* Copy secondary output to *stderr*.

⟨ Redirect temporary output to /dev/stderr 113* ⟩ ≡
 {
  ⟨ Setup system redirection 115* ⟩
  do {
   $\mathit{in\_size} \leftarrow fread(\mathit{in\_buf}, \textbf{sizeof}(\textbf{char}), \text{BUFSIZ}, \mathit{check\_file});\ \mathit{in\_buf}[\mathit{in\_size}] \leftarrow \text{'}\backslash0\text{'};$
   $fprintf(\mathit{stderr}, \texttt{"%s"}, \mathit{in\_buf});$
  } **while** $(\neg feof(\mathit{check\_file}));$
  $fclose(\mathit{check\_file});\ \mathit{check\_file} \leftarrow \Lambda;$ ⟨ Create the secondary output depending on the comparison 111* ⟩
 }

This code is used in section 110*.

114*   No copying necessary, just remove the temporary output file.

⟨ Redirect temporary output to `/dev/null` 114* ⟩ ≡
  {
    boolean *comparison* ← *true*;
    ⟨ Create the secondary output depending on the comparison 111* ⟩
  }

This code is used in section 110*.

115*   ⟨ Setup system redirection 115* ⟩ ≡
  char *in_buf*[BUFSIZ + 1];
  int *in_size*;
  boolean *comparison* ← *true*;
  if ((*check_file* ← *fopen*(*check_file_name*, "r")) ≡ Λ)
    fatal(_("!␣Cannot␣open␣output␣file␣"), *check_file_name*);

This code is used in sections 112* and 113*.

116.*   Print "version" information.   Don't do this at home, kids! Push our local macro to the variable in COMMON for printing the *banner* and the *versionstring* from there.

#**define** *max_banner*   50

⟨ Common code for CWEAVE and CTANGLE 3* ⟩ +≡
  extern char *cb_banner*[ ];

117.*   ⟨ Set initial values 21 ⟩ +≡
  strncpy(*cb_banner*, *banner*, *max_banner* − 1);

118* Index.   Here is a cross-reference table for `CTANGLE`. All sections in which an identifier is used are listed with that identifier, except that reserved words are indexed only when they appear in format definitions, and the appearances of identifiers in section names are not indexed. Underlined entries correspond to where the identifier was declared. Error messages and a few other things like "ASCII code dependencies" are indexed here too.

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