REFSORT

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 $\S1$ REFSORT INTRODUCTION

1

March 21, 2022 at 18:48

```
Here's the layout of the C program:
#define abort(c, m)
             fprintf(stderr, "%s!\n%s", m, buf); return c;
#include <stdio.h>
#include <string.h>
#include <ctype.h>
  typedef struct {
     char key[max\_key];
     char entry[max\_size];
  } item;
  item items[max_items];
                                     ▷ all items of current group <</p>
  item *sorted[max\_items];
                                       ▷ pointers to items in alphabetic order <</p>
                              ▷ page number, as a string <</p>
  char cur\_page[10];
  char buf[max\_size];
                             ▷ current line of input <</p>
  char *input\_status;
                              \triangleright \Lambda if end of input reached, else buf \triangleleft
  int main()
  {
     register char *p, *q;
     register int n;

    □ current number of items □

     register item *x, **y;
     input\_status \leftarrow fgets(buf, max\_size, stdin);
     while (input_status) {
        \langle Check that buf contains a valid page-number line 3\rangle;
        \langle Read and sort additional lines, until buf terminates a group 4\rangle;
        \langle \text{Output the current group } 5^* \rangle;
     return 0;
                      ▷ normal exit <</p>
   }
     \langle \text{ Output the current group } 5^* \rangle \equiv
  {
     for (y \leftarrow sorted; \ y < sorted + n; \ y ++) \ printf("%s\n",(*y) \rightarrow entry);
     printf("\donewithpage%s\n", cur\_page);
This code is used in section 2^*.
10* A corresponding change to the copying loop is also needed.
\langle \text{ Copy the buffer to } x \rightarrow entry \ 10^* \rangle \equiv
  {
     register int toggle \leftarrow 0;
     for (p \leftarrow buf + 2, q \leftarrow x \rightarrow entry; (*p \neq ' \cup ' \lor toggle) \land *p; p++)  {
        if (*p \equiv "") toggle \oplus = 1;
        if (*p \neq ' \cup ') *q ++ \leftarrow *p;
     for (; *p; p++) *q++ \leftarrow *p;
   }
This code is used in section 6.
```

2 INDEX REFSORT §11

11* Index.

The following sections were changed by the change file: 2, 5, 10, 11.

```
abort: 2^*, 3, 4, 6, 7.
buf: 2, 3, 4, 6, 9, 10.
cur_page: 2,* 3, 5.*
entry: 2* 5* 10*
fgets: 2*, 4.
fprintf: 2.*
\mathit{input\_status} \colon \ \ \underline{2},^* \ 4.
isupper: 6, 7.
item: <u>2</u>* 
items: <u>2</u>* 4.
key: \ \underline{2}, 6, 7, 8.
main: \underline{2}^*
max\_items: \underline{1}, \underline{2}, \underline{4}.
max_{key}: 1, 2, 6.
max\_size: 1, 2, 4, 6.
n: 2*
p: 2*
printf: 5.*
q: <u>2</u>*
sorted: \underline{2}^*, 5^*, 8.
stderr: 2*
stdin: 2^*, 4.
strcmp: 8.
strlen: 3.
toggle: \underline{9}, \underline{10}^*
x: \underline{2}^*
y: <u>2</u>*
```

```
\langle Check that buf contains a valid page-number line 3\rangle Used in section 2^*. \langle Copy the buffer to x-entry 10^*\rangle Used in section 6. \langle Copy buf to item x 6\rangle Used in section 4. \langle Output the current group 5^*\rangle Used in section 2^*. \langle Process a custom-formatted identifier 7\rangle Used in section 6. \langle Read and sort additional lines, until buf terminates a group 4\rangle Used in section 2^*. \langle Scan past \alpha 9\rangle Used in section 6. \langle Sort the new item into its proper place 8\rangle Used in section 4.
```