

```
1  #include <stdio.h>
2  #include <stdlib.h>
3  #include "decl.h"
4
5  /**
6   * Displays the information of every game played on record
7   * @param entries An array of information to print
8   * @param numberOfEntries The number of entries to iterate over
9   */
10 void displayGameSummary(char **entries, int numberOfEntries)
11 {
12     for (int i = 0; i < numberOfEntries; i++) {
13         /*
14          * Dereferencing a pointer to a pointer yields the pointer being
15          * pointed to.
16          */
17         printf("%s\n", *(entries + i));
18         free(*(entries + i));
19     }
20 }
```