Article wrapper

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1. "Default" rendering

A funcsynopsis.

#include <varargs.h>

float **rand**();

int **max**(...);

int **idiv**(n, m);
int n;
int m;

Another.

void **qsort**(*dataptr*,
         left,
         right,
         comp);
void *   *dataptr*[];
int   *left*;
int   *right*;
int (*comp*) (void *, void *);

Another.

int **foo_frob_something**(*foo_frob_parm1*,
                foo_frob_parm2,
                foo_frob_parm3,
                parm4,
                foo_frob_parm5);
foo_sometype1 *foo_frob_parm1*;
foo_sometype1 *foo_frob_parm2*;
foo_sometype1 *foo_frob_parm3*;
int   (* *parm4*) (int a, int b, int c);

```
foo_sometype1   foo_frob_parm5;
int  foo_frob_something( foo_frob_parm1,
                         foo_frob_parm2,
                         foo_frob_parm3,
                         parm4,
                         foo_frob_parm5 );
foo_sometype1   foo_frob_parm1;
foo_sometype1   foo_frob_parm2;
foo_sometype1   foo_frob_parm3;
int             (* parm4 ) ( int a, int b, int c );
foo_sometype1   foo_frob_parm5;
```

2. ANSI Rendering

Another.

```
#include <varargs.h>
```

```
float rand(void);
```

```
int max(...);
```

```
int idiv( int n, int m );
```

Another.

```
void qsort( void * dataptr[],
            int     left,
            int     right,
            int     (*comp) ( void *, void * ) );
```

Another.

```
int foo_frob_something( foo_sometype1  foo_frob_parm1,
                        foo_sometype1  foo_frob_parm2,
                        foo_sometype1  foo_frob_parm3,
                        int (*          parm4 ) ( int a, int b, int c ),
                        foo_sometype1  foo_frob_parm5 );
```

3. K&R Rendering

Another.

```
#include <varargs.h>
```

```
float rand ();

int max (...);

int idiv (n, m);
int n;
int m;
```

Another.

```
void qsort ( dataptr,
             left,
             right,
             comp );
void * dataptr[];
int      left;
int      right;
int      (*comp) (void *, void *);
```

Another.

```
int foo_frob_something ( foo_frob_parm1,
                         foo_frob_parm2,
                         foo_frob_parm3,
                         parm4,
                         foo_frob_parm5 );
foo_sometype1  foo_frob_parm1;
foo_sometype1  foo_frob_parm2;
foo_sometype1  foo_frob_parm3;
int (* parm4 ) (int a, int b, int c );
foo_sometype1  foo_frob_parm5;
```