```c
#include <stdio.h>
#include "mesinkarakter.h"

int main() {
    /*Kamus*/
    int endle;
    char CK1, CK2;

    /*Algoritma*/
    START();
    endle = 0;
    CK1 = CC;
    ADV();
    CK2 = CK1;
    CK1 = CC;
    ADV();
    while (!EOP()) {
        if (CC == ' ' || CC == ',' || CC == '.') {
            if ((CK1 == 'E' || CK1 == 'e') && (CK2 == 'L' || CK2 == 'l')) {
                endle++;
            }
        }
        CK2 = CK1;
        CK1 = CC;
        ADV();
    }

    printf("Ada %d kata yang berakhiran le.\n", endle);
    return 0;
}

/*Sale suka lele, tapi ubur-ubur ikan le le aowkawok le.*/
/*Ada 5 kata yang berakhiran le.*/
```