

```
// Displaying: Classes, Signatures, and Versions
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```
#include < coda-c.h>
```

```
int main() {
    printf("\n=== Coda-C Registered Classes\n");
    Dictcd=Class_dictionary();
    cleanOPointerlist=Dictionary_AllKeys(cd);
    for(int j=0; j<Pointer_count(list); ++j) {
        char* key=list[j];
        Objco=Dict_sub(cd, key); // class object
        Charmsg=0;
        if(classO(co)->bits==bits_Root) msg=Os("*** root class ***");
        void*fp=OResponds(co, Info);
        if(!msg) {
            CharRoot_Info(Rootself); // object default info, allow direct calls // prototype
            if(!fp || fp==Root_Info) msg=Os("*** custom class ***");
        }
        if(!msg) {
            cleanOObjobj=Memory_newO(co, 1);
            msg=obj_(Info, obj);
        }
        printf("Class: %-15.15s %s\n", key, msg);
        freeO(msg);
    }

    printf("\n=== Coda-C Registered Signatures\n");
    Dictsd=Signature_dictionary();
    cleanOPointersigs=Dictionary_AllKeys(sd);
    for(int j=0; j<Pointer_count(sigs); ++j) {
        printf("%s(), ", sigs[j]);
        if(j%7==6) printf("\n");
    }
    printf("\n");

    printf("\n=== Coda-C Registered Versions\n");
    Dictvd=Version_dictionary();
    cleanOPointervers=Dictionary_AllKeys(vd);
    for(int j=0; j<Pointer_count(vers); ++j) {
        char* key=vers[j];
        char* txt=Dict_sub(vd, key);
        printf("%s: %s\n", key, txt);
    }
    printf("\n");
}
```

```
/* OUTPUT:
```

```
=== Coda-C Registered Classes
```

```
Class:CArray      CArray[0] <Dynamic pointerarray>
Class:Array       Array[0] <Dynamic object array>
Class:Char        Char[1]=""akachar*
Class:ConstChar   ConstChar[1]=""akachar*
Class:Dictionary  Dictionary[0] <Keywordarray>
Class:CDictionary CDictionary[0] <C Keywordarray of raw pointers>
Class:Keyword     Keyword[8+1] { : (0)}
Class:Pointer     Pointer[1] aka void**
Class:Root***     root class***
Class:Void***     root class***
```

```
=== Coda-C Registered Signatures
```

```
Info(), ToString(), xmlTag(), ToDelimiter(), ToStringSub(), get_count(), subInt(),
NewBlock(), addObject(), removeLast(), removeObject(), removeAll(), set_name(), get_name(),
FromString(), AllKeys(), setKey(), subKey(), removeKey(),
```

```
=== Coda-C Registered Versions
```

```
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```

```
*/
```