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// Stephen M. Jones // 05/12/2024

// Coda-C example #3:  Retain counts

// Task:  Print: hi, low, and last string containing 'Blue' from <stdin>.  Free all memory.

static void codax03() {
    Char ls=0,hs=0,bs=0;
    while(1) {
        chara[1024],*cp=fgets(a,1000,stdin);if(!cp)break;
        clean0 Char str=Char_Value(cp);
        if(!ls || strcmp(ls,str)>0) { free0(ls); ls=keep0(str); }
        if(!hs || strcmp(hs,str)<0) { free0(hs); hs=keep0(str); }
        if(strstr(str,"Blue"))      { free0(bs); bs=keep0(str); }
    }
    printf("Low  string:  %s",ls);
    printf("High string:  %s",hs);
    printf("Blue string:  %s",bs);
    free0(ls);free0(hs);free0(bs);
}

codax_register(codax03)

// Purpose:  To demonstrate how objects are shared with retain counts.
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// Coda-C adds the following:

// clean0    - variable attribute that executes free0() when leaving scope.
// keep0()    - increase the retain count of an object

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/*<stdin> test input
Orange
Kiwi
Watermelon
Bluebird
Blueberry
*****/

/*<stdout> example's output
Low  string:  Blueberry
High string:  Watermelon
Blue string:  Blueberry
*****/
```