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// Coda-C example #5:   Arrayed Objects

// Task:   Create an object containing 5 void pointers.

static void codax05() {

    clean0 Pointer info=newOC(Pointer,5);
    info[0]="Item 1";
    info[1]=stdout;
    info[2]=fprintf;
    info[3]=0s("grape");
    info[4]=0;

    pointerfruit=info[3];
    printf("fruit=%s\n",(char*)fruit);

    printf("info allocation size: %d\n",size0(info));
    printf("info retain count...: %d\n",count0(info));
    printf("info # of elements...: %d\n",Pointer_count(info));
}

codax_register(codax05)

// Purpose:   Show how Arrayed Objects are defined.
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// Coda-C adds the following:

// Pointer          - C data type aka (void **)
// newOC()           - create a new object with count
// size0()           - get object's allocation size
// count0()          - get object's retain count
// Pointer_count()   - get number of arrayed elements
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/*<stdout> example's output
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fruit=grape
info allocation size: 40
info retain count...: 1
info# of elements...: 5
*****/
```