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// Demonstrate "ToContainer()" and Object_Counter diagnostics
#include <coda-c.h>

#define class Crazy
CodaClassZerosC();
CodaClass(Crazy,short,Root);
#undef class // Crazy

intmain() {
    printf("Object Count: %lld\n",Object_Counter);
    {// scope block
        clean0Arraylist=new0(Array);
        Array_take(list,Char_Value("red"));
        Array_add(list,0s("blue"));
        Array_add(list,0s("green"));
        Array_add(list,0);
        Array_take(list,new0C(Crazy,7));
        Array_take(list,alloc0(5));

        Dictd=new0(Dict);
        Dict_set(d,"Key1",0s("3.14"));
        Dict_set(d,"Key2",0s("7.89"));
        Array_take(list,d);

        clean0Charmsg=ToContainer(list);
        printf("Array list:  %s\n",msg);
        clean0Charinfo=obj_(Info,list);
        printf("list info.:  %s\n",info);
    }
    printf("Object Count: %lld\n",Object_Counter);
    Global_objectsZero();// tear down coda-c system for Leak testing
    printf("Final  Count: %lld\n",Object_Counter);

    return 0;
}

/* OUTPUT:
Object Count: 7
Arraylist:  (red, blue, green, <Null>, Crazy[7],Void[5], {Key2 : 7.89, Key1 : 3.14})
list info.:  Array[7] <Dynamic object array>
Object Count: 7
Final  Count: 0
*/

```