

```

// Report the number of times each word occurs

#include <coda-c.h>
intcc_toLow(intc) { return( c>='A' && c<='Z'? c+32: c); }

#define class Int4
CodaClassZerosC();
CodaClass(Int4,int,Root);
class Int4_Value(intvalue) { class self=new0(Int4); *self=value;return self; }
#undef class // Int4

static Char get_Word(FILE*is) {
    charbuf[128];intpos=0;
    while(1) { intcc=cc_toLow(fgetc(is));if(cc==EOF)break;
        if(cc>='a' && cc<='z') { buf[pos++]=cc; if(pos>=100)break; }
        else if (pos)break;
    }
    buf[pos]=0;return(pos ? Char_Value(buf) : 0);
}

intmain() {
    clean0Dictionarydict=new0(Dictionary);
    while(1) {
        clean0Charword=get_Word(stdin);if(!word)break;
        Int4count=Dict_sub(dict,word);
        if(count) ++(*count);
        elseDict_take(dict,word,Int4_Value(1));
    }
    for(Keywordkey=Dictionary_scan(dict);key;key=Dictionary_next(key)) {
        Int4count=key->item; printf("%s=%d  ",key->word,*count);
    }
    printf("\n");
}

/*<stdin>
All work and no play ...
All work and no play ...
All work and no play ...
Redrum.
*/

/*<stdout>
redrum=1play=3no=3and=3work=3all=3
*/

```