Programming and Program Style

The material for this lecture is drawn, in part, from The Practice of Programming (Kernighan & Pike) Chapter 1

Goals of this Lecture

• Help you learn about:
  • Good programming (verb) style
  • Good program (noun) style

• Why?
  • A well-styled program is easier to maintain and more likely to be correct than a poorly-styled program
  • A power programmer knows the qualities of a well-styled program, and how to develop one
Lecture Overview

• **Programming style**: how to create a good program
  • Top-down design
  • Successive refinement
  • Example: left and right justifying text

• **Program style**: qualities of a good program
  • Well structured
  • Uses common idioms
  • Uses descriptive names
  • Contains proper comments
  • Modular

Part 1: Programming Style
Bottom-Up Design is Bad

- Bottom-up design 😞
  - Design one part in detail
  - Design another part in detail
  - Repeat until finished

- Bottom-up design in **painting**
  - Paint upper left part of painting in complete detail
  - Paint next part of painting in complete detail
  - Repeat until finished
  - *Unlikely to produce a good painting*

- Bottom-up design in **programming**
  - Write first part of program in complete detail
  - Write next part of program in complete detail
  - Repeat until finished
  - *Unlikely to produce a good program*

Top-Down Design is Good

- Top-down design 😊
  - Design entire product with minimal detail
  - Successively refine until finished

- Top-down design in **painting**
  - Sketch the entire painting with minimal detail
  - Successively refine the entire painting

- Top-down design in **programming**
  - Define main() function in pseudocode with minimal detail
  - Refine each pseudocode statement
    - Small job => replace with real code
    - Large job => replace with function call
  - Recurse in (mostly) breadth-first order
  - Bonus: Product is naturally modular
Top-Down Design in Reality

- Top-down design in programming in reality
  - Define main() function in pseudocode
  - Refine each pseudocode statement
    - Oops! Details reveal design error, so...
      - Backtrack to refine existing (pseudo)code, and proceed
    - Recurse in (mostly) breadth-first order, until all functions are defined

Example: Text Formatting

- Goals of the example
  - Illustrate good programming style
    - Especially function-level modularity and top-down design
  - Illustrate how to go from problem statement to code
    - Review and illustrate C constructs

- Text formatting (derived from King Section 15.3)
  - Input: ASCII text, with arbitrary spaces and newlines
  - Output: the same text, left and right justified
    - Fit as many words as possible on each 50-character line
    - Add even spacing between words to right justify the text
    - No need to right justify the very last line
  - Simplifying assumptions
    - Word ends at white space or end-of-file
    - No word is longer than 20 characters
Example Input and Output

Tune every heart and every voice.
Bid every bank withdrawal.
Let's all with our accounts rejoice.
In funding Old Nassau.
In funding Old Nassau we spend more money every year.
Our banks shall give, while we shall live.
We're funding Old Nassau.

Tune every heart and every voice. Bid every bank withdrawal. Let's all with our accounts rejoice. In funding Old Nassau. In funding Old Nassau we spend more money every year. Our banks shall give, while we shall live. We're funding Old Nassau.

Thinking About the Problem

• I need a notion of “word”
  • Sequence of characters with no white space
  • All characters in a word must be printed on the same line

• I need to be able to read and print words
  • Read characters from stdin till white space or EOF
  • Print characters to stdout followed by space(s) or newline

• I need to deal with poorly-formatted input
  • I need to remove extra white space in input

• Unfortunately, I can’t print the words as they are read
  • I don’t know # of spaces needed till I read the future words
  • Need to buffer the words until I can safely print an entire line

• But, how much space should I add between words?
  • Need at least one space between adjacent words on a line
  • Can add extra spaces evenly to fill up an entire line
Writing the Program

• Key constructs
  • Word
  • Line

• Next steps
  • Write pseudocode for `main()`
  • Successively refine

• Caveats concerning the following presentation
  • Function comments and some blank lines are omitted because of space constraints
    • Don’t do that
  • Design sequence is idealized
    • In reality, much backtracking would occur

The Top Level

• First, let’s sketch `main()`...

```c
int main(void) {
    <Clear line>
    for (;;) {
        <Read a word>
        if (<No more words>) {
            <Print line with no justification>
            return 0;
        }
        if (<Word doesn’t fit on this line>) {
            <Print line with justification>
            <Clear line>
        }
        <Add word to line>
    }
    return 0;
}
```
Now let’s successively refine. What does <Read a word> mean? The job seems complicated enough that it should be delegated to a distinct function…

```c
enum {MAX_WORD_LEN = 20};
int main(void) {
    char word[MAX_WORD_LEN + 1];
    int wordLen;
    <Clear line>
    for (;;) {
        wordLen = ReadWord(word);
        if (No more words) {
            <Print line with no justification>
            return 0;
        }
        if (Word doesn’t fit on this line) {
            <Print line with justification>
            <Clear line>
        }
        <Add word to line>
    }
    <Clear line>
    return 0;
}

int ReadWord(char *word) {
    <Skip over whitespace>
    <Store chars up to MAX_WORD_LEN in word>
    <Return length of word>
}
```

• ReadWord() seems easy enough to design. So let’s flesh it out…

```c
int ReadWord(char *word) {
    int ch, pos = 0;
    /* Skip over white space. */
    ch = getchar();
    while ((ch != EOF) && isspace(ch))
        ch = getchar();
    /* Store chars up to MAX_WORD_LEN in word. */
    while ((ch != EOF) && (! isspace(ch))) {
        if (pos < MAX_WORD_LEN) {
            word[pos] = (char)ch;
            pos++;
        }
        ch = getchar();
    }
    word[pos] = '\0';
    /* Return length of word. */
    return pos;
}
```
Saving a Word

... enum {MAX_WORD_LEN = 20};
enum {MAX_LINE_LEN = 50};
int main(void) {
    char word[MAX_WORD_LEN + 1];
    int wordLen;
    char line[MAX_LINE_LEN + 1];
    int lineLen = 0;
    <Clear line>
    for (;;) {
        wordLen = ReadWord(word);
        if (<No more words>) {
            <Print line with no justification>
            return 0;
        }
        if (<Word doesn’t fit on this line>) {
            <Print line with justification>
            <Clear line>
        }
        AddWord(word, line, &lineLen);
    }
    return 0;
}

void AddWord(const char *word, char *line, int *lineLen) {
    /* If line already contains some words, append a space. */
    if (*lineLen > 0) {
        line[*lineLen] = ' ';
        line[*lineLen + 1] = '\0';
        (*lineLen)++;
    }
    strcat(line, word);
    (*lineLen) += strlen(word);
}

Saving a Word (cont.)

• AddWord() is almost complete already, so let’s get that out of the way...

void AddWord(const char *word, char *line, int *lineLen) {

    /* If line already contains some words, append a space. */
    if (*lineLen > 0) {
        line[*lineLen] = ' ';
        line[*lineLen + 1] = '\0';
        (*lineLen)++;
    }
    strcat(line, word);
    (*lineLen) += strlen(word);
}
Printing the Last Line

Again, back to main(). What do <No more words> and <Print line with no justification> mean? Those jobs seem easy enough that we need not define additional functions...

```c
int main(void) {
    char word[MAX_WORD_LEN + 1];
    int wordLen;
    char line[MAX_LINE_LEN + 1];
    int lineLen = 0;
    <Clear line buffer>
    for (;;) {
        wordLen = ReadWord(word);
        /* If no more words, print line with no justification. */
        if ((wordLen == 0) && (lineLen > 0)) {
            puts(line);
            return 0;
        }
        if (<Word doesn't fit on this line>) {
            <Print line with justification>
            <Clear line buffer>
        }
        AddWord(word, line, &lineLen);
    }
    return 0;
}
```

Deciding When to Print

What does <Word doesn't fit on this line> mean? That's somewhat tricky, but involves little code...

```c
int main(void) {
    char word[MAX_WORD_LEN + 1];
    int wordLen;
    char line[MAX_LINE_LEN + 1];
    int lineLen = 0;
    <Clear line buffer>
    for (;;) {
        wordLen = ReadWord(word);
        /* If no more words, print line with no justification. */
        if ((wordLen == 0) && (lineLen > 0)) {
            puts(line);
            return 0;
        }
        /* If word doesn't fit on this line, then... */
        if ((wordLen + 1 + lineLen) > MAX_LINE_LEN) {
            <Print line with justification>
            <Clear line buffer>
        }
        AddWord(word, line, &lineLen);
    }
    return 0;
}
```
• Now, to the heart of the program. What does `<Print line with justification>` mean? Certainly that job demands a distinct function. Moreover, it’s clear that the function must know how many words are in the given line. So let’s change `main()` accordingly…

```c
int main(void) {
...
    int numWords = 0;
    <Clear line>
    for (;;) {
        /* If word doesn’t fit on this line, then… */
        if ((wordLen + 1 + lineLen) > MAX_LINE_LEN) {
            WriteLine(line, lineLen, numWords);
            <Clear line>
        }
        AddWord(word, line, &lineLen);
        numWords++;
    }
    return 0;
}
```

• And write pseudocode for `WriteLine()`…

```c
void WriteLine(const char *line, int lineLen, int numWords) {
    <Compute number of excess spaces for line>
    for (i = 0; i < lineLen; i++) {
        if (line[i] is not a space)
            <Print the character>
        else {
            <Compute additional spaces to insert>
            <Print a space, plus additional spaces>
            <Decrease extra spaces and word count>
        }
    }
}
```
Printing with Justification (cont.)

```c
void WriteLine(const char *line, int lineLen, int numWords) {
    int extraSpaces, spacesToInsert, i, j;
    /* Compute number of excess spaces for line. */
    extraSpaces = MAX_LINE_LEN - lineLen;
    for (i = 0; i < lineLen; i++) {
        if (line[i] != ' ')
            putchar(line[i]);
        else {
            /* Compute additional spaces to insert. */
            spacesToInsert = extraSpaces / (numWords - 1);
            /* Print a space, plus additional spaces. */
            for (j = 1; j <= spacesToInsert + 1; j++)
                putchar(' ');
            /* Decrease extra spaces and word count. */
            extraSpaces -= spacesToInsert;
            numWords--;
        }
    }
    putchar('
');
}
```

Let's go ahead and complete `WriteLine` ()...

The number of gaps

Example:
If extraSpaces is 10 and numWords is 5, then gaps will contain 2, 2, 3, and 3 extra spaces respectively.

Clearing the Line

• One step remains. What does `<Clear line>` mean? It's an easy job, but it's done in two places. So we probably should delegate the work to a distinct function, and call the function in the two places...

```c
int main(void) {
    int numWords = 0;
    ClearLine(line, &lineLen, &numWords);
    for (;;) {
        /* If word doesn't fit on this line, then... */
        if ((wordLen + 1 + lineLen) > MAX_LINE_LEN) {
            WriteLine(line, lineLen, numWords);
            ClearLine(line, &lineLen, &numWords);
        }
        addWord(word, line, &lineLen);
        numWords++;
    }
    return 0;
}
```
Modularity: Summary of Example

• To the user of the program
  • Input: Text in messy format
  • Output: Same text left and right justified, looking mighty pretty

• Between parts of the program
  • Word-handling functions
  • Line-handling functions
  • main() function

• The many benefits of modularity
  • Reading the code: In small, separable pieces
  • Testing the code: Test each function separately
  • Speeding up the code: Focus only on the slow parts
  • Extending the code: Change only the relevant parts

Part 2: Program Style
**Program Style**

- **Who reads your code?**
  - The compiler
  - Other programmers

```c
typedef struct
  { double x, y, z; } vec;

struct sphere
  { vec cen, color;
    double rad, kd, ks, kt, kl, ir;
  } *s, *best, sph[5] = {0., 6., .5, 1., .1., .9,
                        0., .2, .05, 0., 1., .8, .5, 1., .5, 2, .1, .7, .3, .0,
                        0., 1., .23, .6, 1., 1., .7, 0, .0, .6, 1., .5, .3, .5, 12, .1,
                        1.5, .0, 0, .5, 1., 1.; };

vec vcomb(a, A, B)
  { B.x += a * A.x; B.y += a * A.y; B.z += a * A.z; return B; }

vec vunit(A)
  { return vcomb(1./sqrt(vdot(A, A)), A, black); }

struct sphere *intersect(P, D)
  { best = 0; tmin = 1e30; s = sph + 5; while (s--)
    b = vdot(D, U = vcomb(-1., P, s - cen)),
    u = b * b - vdot(U, U) + s - rad * s - rad, u1e8?
    b - u, u = 1e-7 && u < tmin ? best = s, u : tmin;
    return best; }

vec trace(level, P, D)
  { double d, eta, e;
    vec N, color;
    struct sphere *s, *l;
    if (!level--)
      return black;
    if (s = intersect(P, D));
    else return amb;
    color = amb; eta = s - ir;
    d = -vdot(D, N = vunit(vcomb(-1., P = vcomb(tmin, D, P),
                                   s - cen)));
    if (d < 0)
      N = vcomb(-1., N, black), eta = 1 / eta, d = -d;
    l = sph + 5; while (l--)
      if ((e = l - kl * vdot(N, U = vunit(vcomb(-1., P = l -
                                              cen)))) <= 0)
        color = vcomb(e, 1 - color, color);
    else
      color = vcomb(e, 1 - color, color);
    e = 1 - eta * eta * (1 - d * d);
    return vcomb(s - kt, e, trace(level, P, vcomb(eta, D, vcomb(eta * d - sqrt(e), N, black)),
                                   black),
                 e = 1 - color, color, x = e, y = 1 - color, z = e);
}

main()
  { printf("%d %d
", 32, 32);
    while (yx < 32 * 32)
      U.x = yx % 32 - 32 / 2, U.z = 32 / 2 - yx++ / 32,
      U.y = 32 / 2 / tan(25 / 114.5915590261),
      U = vcomb(255, trace(3, black, vunit(U)), black),
      printf("%.0f %.0f %.0f
", U);
  }
```

---

**Why does program style matter?**

- Bugs often caused by programmer’s misunderstanding
  - What does this variable do?
  - How is this function called?
- Good code = human readable code

**How can code become easier for humans to read?**

- Convey program structure
- Use common idioms
- Choose descriptive names
- Compose proper comments
- Use modularity
Structure: Spacing

• Use readable/consistent spacing
  • Example: Assign each array element a[j] to the value j.
  • Bad code
  
  ```
  for (j=0; j<100; j++) a[j]=j;
  ```
  
  • Good code
  
  ```
  for (j = 0; j < 100; j++)
  a[j] = j;
  ```
  
  • Often can rely on auto-indenting feature in editor

Structure: Indentation (cont.)

• Use readable/consistent/correct indentation
  • Example: Checking for leap year (does Feb 29 exist?)
  
  ```
  legal = TRUE;
  if (month == FEB) {
    if (year % 4 == 0) {
      if (day > 29)
        legal = FALSE;
    }
    else{
      if (day > 28)
        legal = FALSE;
    }
  }
  ```

  ```
  legal = TRUE;
  if (month == FEB) {
    if (year % 4 == 0) {
      if (day > 29)
        legal = FALSE;
    }
    else{
      if (day > 28)
        legal = FALSE;
    }
  }
  ```

  Does this code work?

  Does this code work?
Structure: Indentation (cont.)

- Use “else-if” for multi-way decision structures
  - Example: Comparison step in a binary search.
  - Bad code

```c
if (x < v[mid])
    high = mid - 1;
else
    if (x > v[mid])
        low = mid + 1;
    else
        return mid;
```

- Good code

```c
if (x < v[mid])
    high = mid - 1;
else if (x > v[mid])
    low = mid + 1;
else
    return mid;
```

Structure: “Paragraphs”

- Use blank lines to divide the code into key parts

```c
#include <stdio.h>
#include <stdlib.h>

int main(void)
{
    const double PI = 3.14159;
    int radius;
    int diam;
    double circum;

    printf("Enter the circle's radius: \n");
    if (scanf("%d", &radius) != 1)
    {
        fprintf(stderr, "Error: Not a number\n");
        exit(EXIT_FAILURE); /* or: return EXIT_FAILURE; */
    }
    ...
```
Structure: “Paragraphs”

- Use blank lines to divide the code into key parts

```c
int main()
{
    diam = 2 * radius;
    circum = PI * (double)diam;
    printf("A circle with radius %d has diameter %d\n", radius, diam);
    printf("and circumference %f.\n", circum);
    return 0;
}
```

Structure: Expressions

- Use natural form of expressions
  - Example: Check if integer n satisfies \( j < n < k \)
  - Bad code

```c
    if (!(n >= k) && !(n <= j))
```

- Good code

```c
    if ((j < n) && (n < k))
```

- Conditions should read as you’d say them aloud
  - Not “Conditions shouldn’t read as you’d never say them aloud”!
Structure: Expressions (cont.)

- Parenthesize to resolve ambiguity
  - Example: Check if integer $n$ satisfies $j < n < k$
    - Bad code
      $$\text{if } (j < n \text{ && } n < k)$$
      - Does this code work?
    - Good code
      $$\text{if } ((j < n) \text{ && } (n < k))$$

Structure: Expressions (cont.)

- Parenthesize to resolve ambiguity (cont.)
  - Example: read and print character until end-of-file
    - Bad code
      ```c
      while (c = getchar() != EOF) 
          putchar(c);
      ```
      - Does this code work?
    - Good code
      ```c
      while ( ((c = getchar()) != EOF) ) 
          putchar(c);
      ```
Structure: Expressions (cont.)

• Break up complex expressions
  • Example: Identify chars corresponding to months of year
  • Bad code

```c
if ((c == 'J') || (c == 'F') || (c == 'M') || (c == 'A') || (c == 'S') || (c == 'O') || (c == 'N') || (c == 'D'))
```

• Good code

```c
if ((c == 'J') || (c == 'F') || (c == 'M') || (c == 'A') || (c == 'S') || (c == 'O') || (c == 'N') || (c == 'D'))
```

• Lining up the parallel structures is helpful, too!

C Idioms

• Use C idioms
  • Example: Set each array element to 1.0.
  • Bad code (or, perhaps just “so-so” code)

```c
i = 0;
while (i <= n-1)
    array[i++] = 1.0;
```

• Good code

```c
for (i=0; i<n; i++)
    array[i] = 1.0;
```

• We’ll see many C idioms throughout the course
• Don’t feel obliged to use C idioms that decrease clarity
Naming

- Use descriptive names for globals and functions
  - E.g., display, CONTROL, CAPACITY
- Use concise names for local variables
  - E.g., i (not arrayIndex) for loop variable
- Use case judiciously
  - E.g., Buffer_insert (Module_function)
    CAPACITY (constant)
    buf (local variable)
- Use a consistent style for compound names
  - E.g., frontsize, frontSize, front_size
- Use active names for functions
  - E.g., getchar(), putchar(), Check_octal(), etc.

Comments

- Master the language and its idioms
  - Let the code speak for itself
  - And then...
- Compose comments that add new information
  - i++; /* add one to i */
- Comment sections (“paragraphs”) of code, not lines of code
  - E.g., “Sort array in ascending order”
- Comment global data
  - Global variables, structure type definitions, field definitions, etc.
- Compose comments that agree with the code!!!
  - And change as the code itself changes. 😊
Comments (cont.)

- Comment sections ("paragraphs") of code, not lines of code

```c
#include <stdio.h>
#include <stdlib.h>

int main(void)
{
    const double PI = 3.14159;
    int radius;
    int diam;
    double circum;

    /* Read a circle's radius from stdin, and compute and write its diameter and circumference to stdout. Return 0 if successful. */
    printf("Enter the circle's radius:\n");
    if (scanf("%d", &radius) != 1)
    {
        fprintf(stderr, "Error: Not a number\n");
        exit(EXIT_FAILURE); /* or: return EXIT_FAILURE; */
    }

    /* Compute the diameter and circumference. */
    diam = 2 * radius;
    circum = PI * (double)diam;

    /* Print the results. */
    printf("A circle with radius %d has diameter %d\n", radius, diam);
    printf("and circumference %f.\n", circum);
    return 0;
}
```
Function Comments

• Describe what a caller needs to know to call the function properly
  • Describe what the function does, not how it works
  • Code itself should clearly reveal how it works…
  • If not, compose “paragraph” comments within definition

• Describe input
  • Parameters, files read, global variables used

• Describe output
  • Return value, parameters, files written, global variables affected

• Refer to parameters by name

Function Comments (cont.)

• Bad function comment

```c
/* decomment.c */
int main(void) {

  /* Read a character. Based upon the character and the current DFA state, call the appropriate state-handling function. Repeat until end-of-file. */

  ...

} /* decomment.c */
```

• Describes how the function works
Function Comments (cont.)

• Good function comment

/* decomment.c */

int main(void) {

/* Read a C program from stdin. Write it to stdout with each comment replaced by a single space. Preserve line numbers. Return 0 if successful, EXIT_FAILURE if not. */

...

} 

• Describes what the function does

Modularity

• Big programs are harder to write than small ones
  • “A dog house can be built without any particular design, using whatever materials are at hand. A house for humans, on the other hand, is too complex to just throw together.” – K. N. King

• Abstraction is the key to managing complexity
  • Abstraction allows programmer to know what something does without knowing how

• Examples of function-level abstraction
  • Function to sort an array of integers
  • Character I/O functions such as `getchar()` and `putchar()`
  • Mathematical functions such as `lcm()` and `gcd()`

• Examples of file-level abstraction
  • (Described in a later lecture)
Summary

• Programming style
  • Think about the problem
  • Use top-down design and successive refinement
  • But know that backtracking inevitably will occur

Summary (cont.)

• Program style
  • Convey program structure
    • Spacing, indentation, parentheses
  • Use common C idioms
    • But not at the expense of clarity
  • Choose consistent and descriptive names
    • For variables, functions, etc.
  • Compose proper comments
    • Especially for functions
  • Divide code into modules
    • Functions and files
Appendix: The “justify” Program

```c
#include <stdio.h>
#include <ctype.h>
#include <string.h>

enum {MAX_WORD_LEN = 20};
enum {MAX_LINE_LEN = 50};
```

Continued on next slide

```c
int ReadWord(char *word) {
    /* Read a word from stdin. Assign it to word. Return the length
     of the word, or 0 if no word could be read. */
    int ch, pos = 0;
    /* Skip over white space. */
    ch = getchar();
    while ((ch != EOF) && isspace(ch))
        ch = getchar();
    /* Store chars up to MAX_WORD_LEN in word. */
    while ((ch != EOF) && (! isspace(ch))) {
        if (pos < MAX_WORD_LEN) {
            word[pos] = (char)ch;
            pos++;
        }
        ch = getchar();
    }
    word[pos] = '\0';
    /* Return length of word. */
    return pos;
}
```

Continued on next slide
Appendix: The “justify” Program

```c
void ClearLine(char *line, int *lineLen, int *numWords) {
    /* Clear the given line. That is, clear line, and set *lineLen
     * and *numWords to 0. */
    line[0] = '\0';
    *lineLen = 0;
    *numWords = 0;
}

void AddWord(const char *word, char *line, int *lineLen) {
    /* Append word to line, making sure that the words within line are
     * separated with spaces. Update *lineLen to indicate the
     * new line length. */
    if (*lineLen > 0) {
        line[*lineLen] = ' ';
        line[*lineLen + 1] = '\0';
        (*lineLen)++;
    }
    strcat(line, word);
    (*lineLen) += strlen(word);
}
```

Continued on next slide

```c
void WriteLine(const char *line, int lineLen, int numWords) {
    /* Write line to stdout, in right justified form. lineLen
     * indicates the number of characters in line. numWords indicates
     * the number of words in line. */
    int extraSpaces, spacesToInsert, i, j;
    /* Compute number of excess spaces for line. */
    extraSpaces = MAX_LINE_LEN - lineLen;
    for (i = 0; i < lineLen; i++) {
        if (line[i] == ' ') {
            putchar(line[i]);
        } else {
            /* Compute additional spaces to insert. */
            spacesToInsert = extraSpaces / (numWords - 1);
            /* Print a space, plus additional spaces. */
            for (j = 1; j <= spacesToInsert + 1; j++)
                putchar(' ');
            /* Decrease extra spaces and word count. */
            extraSpaces -= spacesToInsert;
            numWords--;
        }
    }
    putchar('
');
}
```

Continued on next slide
Appendix: The “ justify ” Program

int main(void) {
    /* Read words from stdin, and write the words in justified format to stdout. */
    /* Simplifying assumptions:
    Each word ends with a space, tab, newline, or end-of-file.
    No word is longer than MAX_WORD_LEN characters. */

    char word[MAX_WORD_LEN + 1];
    int wordLen;

    char line[MAX_LINE_LEN + 1];
    int lineLen = 0;
    int numWords = 0;

    ClearLine(line, &lineLen, &numWords);

    for (;;) {
        wordLen = ReadWord(word);
        /* If no more words, print line with no justification. */
        if ((wordLen == 0) && (lineLen > 0)) {
            puts(line);
            break;
        }

        /* If word doesn’t fit on this line, then... */
        if ((wordLen + 1 + lineLen) > MAX_LINE_LEN) {
            WriteLine(line, lineLen, numWords);
            ClearLine(line, &lineLen, &numWords);
        }

        AddWord(word, line, &lineLen);
        numWords++;
    }

    return 0;
}