

```

#include <windows.h>

#define T char*

#include "Read_str.c"
#include "SQL.h"

void List_print(Link_List a) { Link_Item p = a->Front; if(!p) return;
    do printf("%s\n",Item_get_node(p)); while(p=Item_get_next(p)); }

int main() {
struct Stack a;
struct Queue b;
struct List c;

T k;

HANDLE hStdOut = GetStdHandle(STD_OUTPUT_HANDLE);
    Stack_ini(&a);
    Queue_ini(&b);
    List_ini(&c);
    while(k=Read_str(k,stdin)) { List_Insert_back(&c,k); Stack_push(&a,k); Queue_put(&b,k); }
SetConsoleTextAttribute(hStdOut,FOREGROUND_BLUE | FOREGROUND_INTENSITY);
    while(!Stack_Is_Empty(&a)) { k=Stack_pop(&a); printf("%s\n",k); }
SetConsoleTextAttribute(hStdOut,FOREGROUND_GREEN | FOREGROUND_INTENSITY);
    while(!Queue_Is_Empty(&b)) { k=Queue_get(&b); printf("%s\n",k); }
SetConsoleTextAttribute(hStdOut,FOREGROUND_RED | FOREGROUND_INTENSITY);
    List_Sort(&c,strcmp);
    List_print(&c);

    return 0;
}

```

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Администратор: C:\Windows\System32\cmd.exe
D:\Лекции 2013\Exmp\9\strc_c>a<Read_str.c
>
    return s;
    strcat(s,c); } while(b && fgets(c,10,a));
    s = (char*)realloc(s,(ls+lc)+1);
    if(c[lc-1]!='\n') { b=0; c[--lc]='\0'; }
    do { lc=strlen(c);
    s = (char*)calloc(1,1);
    if(fgets(c,10,a)==NULL) return NULL;
char c[10]; int b=1; int ls=0,lc;
char* Read_str(char *s,FILE* a) {
#include <string.h>
#include <stdio.h>
#include <stdio.h>
#include <string.h>
char* Read_str(char *s,FILE* a) {
char c[10]; int b=1; int ls=0,lc;
if(fgets(c,10,a)==NULL) return NULL;
s = (char*)calloc(1,1);
do { lc=strlen(c);
if(c[lc-1]!='\n') { b=0; c[--lc]='\0'; }
s = (char*)realloc(s,(ls+lc)+1);
strcat(s,c); } while(b && fgets(c,10,a));
return s;
}
if(c[lc-1]!='\n') { b=0; c[--lc]='\0'; }
s = (char*)realloc(s,(ls+lc)+1);
strcat(s,c); } while(b && fgets(c,10,a));
do { lc=strlen(c);
if(fgets(c,10,a)==NULL) return NULL;
return s;
s = (char*)calloc(1,1);
#include <stdio.h>
#include <string.h>
char c[10]; int b=1; int ls=0,lc;
char* Read_str(char *s,FILE* a) {
}
D:\Лекции 2013\Exmp\9\strc_c>
```