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/*****
/*          Prototype HP15C Calculator          */
/*          James C. Ullrey                    */
/*          INRESCO                           */
/*          © 1990                             */
/*          Version      12.97a                */
/*
/*          Version History:
/*
/*  Friday    08/24/90   Started Project   V .89698a
/*
/*  Wednesday 09/05/90   Solved display of fractional part formatting.
/*
/*  Thursday   09/06/90   Can now enter three numbers & use two operators
/*                          to produce result.
/*
/*  Tuesday    09/11/90   Started V 1.96988a
/*                          Abandoned dialog box interface
/*
/*  Friday     09/14/90   Updates to calculator interface work!
/*
/*  Saturday   01/05/91   Started V 2.96988a
/*                          Reactivated project on fx.
/*                          Debugger does not work!
/*
/*  Sunday     01/13/91   Debugger works, rollup rolldown works,
/*                          combinatorial analysis implemented.
/*
/*  Tuesday    02/05/91   Floating point-fixed point display works after
/*                          a fashion. Random number generator works.
/*
/*  Wednesday  02/06/91   Started V 3.96988a
/*                          Committed to use of State vector and masks.
/*
/*  Sunday     02/10/91   Buggy version runs
/*
/*  Monday     02/11/91   Discovered that HP15C has 20 registers,
/*                          not just 10.
/*
/*  Wednesday  02/14/91   Store & Recall with plus, minus, times and
/*                          divide with those 20 registers are operational.
/*
/*  Friday     02/15/91   Duplication in numbers of HandleButtonEvent

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/* reduced by creating function and passing parameters. */
/*
/* Saturday 02/16/91 Started V 4.96988a
/* Programmability subproject started!
/*
/* Wednesday 02/20/91 File I/O implemented! 20 registers and the
/* operand stack are saved across quits.
/*
/* Thursday 02/21/91 Linked list data structure implemented for
/* storing flags to be used by the interpreter
/*
/* Monday 02/25/91 Designated as V 5.96988a
/* Program enunciator displays program count and
/* button position for simple instructions
/*
/* Friday 03/15/91 Implemented multiple files with the help of
/* Eric Slosser of SciComp Software,
/* publisher of PopUpFuncs.
/*
/* ->Buy PopUpFuncs<-
/* To order PopUpFuncs call 1-800-522-5939 */
/*
/* Wednesday 01/01/92 Program enunciator works better
/*
/* Thursday 01/02/92 Added lblWaitFlag so that the LBL
/* functionality can be implemented */
/*
/* Sunday 01/05/92 Designated as V 6.96988a
/* Started work on programmability functionality. */
/*
/* Thursday 01/09/92 Designated as V 7.96988a
/* Recognized the need to alter the structure of
/* the pNode by adding another field, pos4. */
/*
/* Sunday 01/19/92 Designated as 8.97a
/* The long awaited reorganization. Breaking the
/* code into smaller segments and adding
/* prototypes.
/* The start of a professional style application.
/*
/* Monday 01/20/92 Prototyping complete, compiled with Think C
/* v 5.0.2. Major runtime errors */

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/*				*/
/*	Monday	01/20/92	Solved the problem of writing to the file in the system folder with the help of Eric Slosser. Buy PopUpFuncs!!	*/
/*			To order PopUpFuncs call 1-800-522-5939	*/
/*				*/
/*	Wednesday	01/22/92	Discovered the STO A matrix functions, the STO + A matrix functions, the exchange X with Registers 0 • • 9, .0 • • .9, and (i) Registers.	*/
/*			The gState variable is becoming impacted. sWaitFlag and rWaitFlag can probably be eliminated, by, instead of clearing stoFlag, and setting sWaitFlag and plus, etc. to achieve the same result, leave the stoFlag set and set the waitFlag, which is underutilized. This will result in the elimination of these two flags, allowing the bits to be used for other functions.	*/
/*			Discovered that the test function of the minus key needs a wait flag and the waitFlag in combination with the minusFlag can probably serve that function.	*/
/*			Such a drastic reorganization of the structure is best tested on a subsequent version of the program.	*/
/*	Tuesday	01/28/92	Added the Index register field and the memory status field to the map struct.	*/
/*	Friday	01/31/92	Designated as 9.97a Found it necessary to use an array for the registers	*/
/*	Monday	02/03/92	It is necessary to dispense with the idea that a linked list can be used for the storage of program instructions. This change, however opens up the possibilities for storing programs as files, allowing program lifetimes longer than a single session.	*/
/*	Friday	02/07/92	Started dealing with complex numbers.	*/

/*	Saturday	02/08/92	Complex multiplication and division work.	*/	
/*			(really early Sunday morning)	*/	
/*					*/
/*	Sunday	02/09/92	Complex square root works(4:47 AM).		*/
/*					*/
/*	Monday	02/10/92	Created memory manager segment(3 AM)		*/
/*					*/
/*	Monday	02/10/92	Designated as 10.97a		*/
/*			Discovered that a matrix descriptor can be		*/
/*			stored and recalled from any of the registers		*/
/*			including the index register as well as on the		*/
/*			stack. This makes things difficult in the		*/
/*			framework of the current structure of the	*/	
/*			program. Methinks that the stack elements can	*/	
/*			be, instead of doubles, structs, with a flag		*/
/*			field, a double field, and a char field. When		*/
/*			a matrix descriptor is created as a string,		*/
/*			which is only done when the key sequence		*/
/*			RCL MATRIX A is pressed, it is done so that it		*/
/*			may be displayed in the display window. At		*/
/*			this time the string can be stored in the char		*/
/*			field of the struct. The flag field of the		*/
/*			struct can be set to so indicate that the		*/
/*			string is present. Checking this field will	*/	
/*			allow the deparser to display the matrix	*/	
/*			descriptor if it is present. Currently, the	*/	
/*			stack manipulations involve copying the value	*/	
/*			from one stack variable to another as the stack	*/	
/*			is scrolled, so to speak, through the display.		*/
/*			If the string is carried around in the struct	*/	
/*			this may cause problems as copying strings		*/
/*			from one variable to another may involve the	*/	
/*			necessity of using strcpy or some sort.		*/
/*			I think that this is unnecessary and instead		*/
/*			of carrying around the string, the struct will		*/
/*			just reference the matrix, and the deparser can	*/	
/*			regenerate the string when it is needed from		*/
/*			the information in the matdscr struct.		*/
/*					*/
/*	Wednesdy	02/26/92	Use LJ Courier 12, tabs 2 for printing code.		*/
/*					*/
/*	Wednesdy	05/06/92	Resumed writing code after income taxes,		*/
/*			transmission repair and moving.		*/

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/* */
/* Thursday 06/19/92 Fixed machine dependent timing loop. */
/* */
/* Friday 06/19/92 The code to allow dimensioning of a matrix exists */
/* only for the matrix A. */
/* A test of storing values in the matrix elements */
/* for matrix A using USER mode resulted in the */
/* values being stored in the nth + 1 matrix element */
/* instead of the nth matrix element. */
/* */
/* Monday 06/29/92 Recall of the matrix elements in USER mode now */
/* appears to work correctly for martix A. */
/* */
/* Sunday 07/05/92 Code has been changed to allow dimensioning of */
/* matrices A, B and C. The preliminary step to allow */
/* matrix arithmetic */
/* Enunciators for USER, f, g, C and PRGM work. */
/* */
/* Monday 07/06/92 An imaginary last x register needs to be added. */
/* Actually, when tested, the imaginary last x */
/* exists. */
/* */
/* Thursday 07/09/92 Modified File so that Open is disabled when the */
/* calculator window is displayed, Close is enabled. */
/* Open is enabled when the calculator window is */
/* closed, Close is disabled. Thanks to Nicky for */
/* the beta test. */
/* */
/* Tuesday 07/14/92 Now have a basis for the memory manager, */
/* however it is not working yet. 6:00 AM */
/* */
/* Sunday 07/19/92 2:30 AM Storage in the matrices A, B, C and D */
/* appear to work transcending heap compaction and */
/* expansion */
/* */
/* Monday 07/20/92 Greg Dow method for passing array of structs */
/* to functions */
/* typedef struct m */
/* { */
/*     ... */
/*     ... */

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/*          } m;          */
/*          */
/*          typedef m a[5];          */
/*          */
/*          a w[5];          */
/*          */
/*          void  FunctionName(a w); in prototype section          */
/*          */
/*          To pass a struct to a function, just pass the address          */
/*          of the struct.          */
/*          */
/*          Tuesday    07/21/92    0149 hours: Matrix multiplication has worked in          */
/*          two instances. In the first case a 2 x 2 matrix          */
/*          in A was multiplied by a 2 x 2 matrix in B to give          */
/*          the correct result in C. In the second case a          */
/*          2 x 3 matrix in A was multiplied by a 3 x 4 matrix          */
/*          in B to give the correct result in C.          */
/*          */
/*          2337 hours: fixed the label buttons so that          */
/*          RCL DIM label will put the matrix's #'s of rows in          */
/*          the y register, the #'s of cols in the x register.          */
/*          It was trivial.      NOT!!          */
/*          */
/*          Wednesday  07/22/92    0402 hrs: STO and RCL with the stack now works.          */
/*          */
/*          Wednesday  07/22/92    1427 hours: Designated as version 11.97a          */
/*          */
/*          Sunday     07/26/92    Store and recall indirect appear to work with          */
/*          matrix descriptors and numbers. Testing appears          */
/*          to be formidable          */
/*          */
/*          Tuesday    07/28/92    Finger cursor works. Numeric keypad entry works,          */
/*          as well as f, g, F, G, s or S for sto, r or R for          */
/*          recall, the arrow buttons for roll up, roll down,          */
/*          erase and exchange x and y, +, -, *, /, and enter.          */
/*          36073 lines of code.          */
/*          */
/*          Wednesday  07/29/92    STO (RCL) { +, -, *, / } (i) seems to work.          */
/*          0200hrs.          */
/*          STO (RCL) { +, -, *, / } I  seems to work.          */
/*          0250hrs.          */
/*          */
/*          Monday     08/17/92    Dragging the window in the second monitor          */

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/*          now works.          */
/*          Thank you Spec Bowers of Bowers Development          */
/*          */          */
/* Wednesday 09/30/92 Fixed obscure bug that caused negative numbers          */
/* to appear in floating point format. Change was in          */
/* Deparse()          */
/*          */          */
/* Thursday 10/22/92 In the EtoXButton there are two statements          */
/* gState ^= rcl. The first turns the flag off as it          */
/* should, the second turns it back on. One of these          */
/* is excess. The first one is the excess one.          */
/*          */          */
/* Saturday 10/24/92 Added a new menu and found out about a gotcha          */
/* with ResEdit whereby when adding menus, one          */
/* must not only "Create New Resource" under the          */
/* RESOURCE menu and change its ID with the Get          */
/* Info, but also open the resource using "Open Using          */
/* Template..." menu item in the RESOURCE menu and          */
/* change the ID there as well. Thanks once more to          */
/* Eric Slosser          */
/*          */          */
/* Sunday 10/25/92 Created window resources for six windows, one          */
/* each for each of the matrices and one for the          */
/* registers. Added code to make them appear and          */
/* disappear when the Windows: menu items are          */
/* checked or unchecked.          */
/*          */          */
/* Monday 10/26/92 When in USER mode or complex mode, the          */
/* enunciators were not updated after another          */
/* window was removed from in front of the          */
/* calculator window. They were also not maintained          */
/* across quits. This has been fixed.          */
/*          */          */
/*          When one of the matrix windows is the front          */
/*          window, it gets closed when the close menu item          */
/*          from the file menu is selected, a use which was          */
/*          not intended.          */
/*          */          */
/*          The matrix, register and calculator windows now          */
/*          appear to work correctly across closing and          */
/*          opening selections of the menu, and the check          */
/*          marks for the items in the window menu work          */

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/*          correctly.          */
/*          */
/* Saturday 10/31/92 The map struct had a bug whereby 65 registers */
/*          were declared, and then map.reg[65] was used,          */
/*          when actually only the registers 0 thru 64             */
/*          existed, and when a value was written to               */
/*          map.reg[65] it was written to the next struct          */
/*          that was declared, which happened to be the lastx     */
/*          struct. map.reg[65] is used in the matrix              */
/*          operations, specifically in multiplication. This       */
/*          bug did not show up until the arithmetic buttons       */
/*          were used. I started using them to expedite the       */
/*          entry of numbers into the matrices, and when I did    */
/*          the lastx register was affected, and thus the value    */
/*          of map.reg[65], which was supposed to hold one of     */
/*          the matrix elements. Without the alteration of the     */
/*          lastx register the problem didn't show up and the     */
/*          matrix multiplication worked using the lastx           */
/*          memory location. A quick fix was affected by           */
/*          delairing the registers to 66 thus avoiding having    */
/*          to fix the addressing modes for the registers.         */
/*          */
/* Tuesday 11/10/92 The matrix and register windows appear to work */
/*          correctly Matrix multiplication by scalars works      */
/*          when result is operand.                                */
/*          */
/* Thursday 11/12/92 When a matrix dimension is expanded, the new */
/*          matrix elements created contain zeros.                 */
/*          */
/* Friday 11/13/92 Addition of two matices works.                 */
/*          */
/* Tuesday 11/17/92 The matrix and register windows seem to work */
/*          correctly after several extensive debugging            */
/*          sessions in which two serious bugs in the memory     */
/*          manager were discovered and corrected. Now a          */
/*          matrix can be created in any order, its dimension     */
/*          changed, reduced to 0 x 0, recreated, be subjected    */
/*          to alteration by its being the result matrix,         */
/*          participate in arithmetic operations, and the         */
/*          matrix window will display the correct contents,      */
/*          and the register window will also display the         */
/*          correct contents, shifting the values to different    */

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/* registers as the applications' heap has its integrity maintained. The matrix operations work save for matrix inversion. */
/*
/*
/*
/* Wednesday 11/25/92 mStrkPtr = (struct mStrk *)NewPtr(sizeof(mStrk)); mStrkHan = (struct mStrk **)NewHandle(sizeof(mStrk)); A pointer or handle MUST be typecast so the compiler will know how to evaluate an expression "myStrkPtr.number" or "***myStrkHan.number" */
/*
/* Wednesday 12/02/92 Designated as 12.97a Started the addition of the help module, using as a model code from Chassis 4.3.1, authored by Charles A. Hoffman, A person who I had known by proxy for 27 years, but only met last June at MacHack. */
/* Sunday 12/06/92 Implemented the Transmogriifier button, the key-click combination of the holding down thecommand key and clicking on the HP icon. Selecting this option converts the calculator face to a smaller face, thus accomodating smaller screens while using the matrix and register windows. */
/*
/* Wednesday 12/09/92 Started programmability project Fixed a bug that caused the program enunciator display to be replaced by the stack value after updates following the calculator window being obscured by another window. */
/*
/* Friday 12/11/92 Added spash screen. The main display is now a bitmap. Now screen refresh is faster. */
/*
/* Saturday 12/12/92 Can now transmogrify while entering a string into the display with out losing the keystrokes. Fixed a bug whereby when in program mode, selecting g MEM would cause, after display of the memory config, display of the stack value instead of the program step enunciator. */
/*
/* Tuesday 12/15/92 The monitor is tested for the presence of color. A color splash screen is displayed for color machines, a black and white splash screen is displayed for black and white machines. Both the regular and transmogrified

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/*      calculator faces are dragable by the HP logo box. The */
/*      transmogrified calculator face is automatically      */
/*      positioned in the lower left corner of the screen    */
/*      dynamically at run time.                             */
/*
/*      Wednesday 12/16/92  Added Save Program and Load Program items to the file */
/*      menu.                                                    */
/*
/*      Thursday 12/17/92  GTO CHS nnn goes to line number nnn. */
/*      GTO I                                                    */
/*      GTO 0 thru 9, .0 thru .9 will branch to location      */
/*      established by, in prgm mode f LBL 0 thru 9,          */
/*      .0 thru .9 . similarly for labels A thru E.           */
/*      f 4 (x><) LBL exchanges x with                          */
/*      The % & delta % functions now work.                   */
/*
/*      Sunday 12/20/92   The new program enunciator seems to work */
/*
/*      Thursday 12/24/92  General cleanup of the gState vector maintenance in */
/*      progress.                                                */
/*
/*      Wednesday 12/30/92 Put code under the clear flag, set flag and test flag */
/*      functionalities. Put code under the x<=y               */
/*      button(g divide), the x=0 button(g times) and the TEST */
/*      button(g minus). Programmability seems to work.       */
/*      Extensive testing is necessary.                        */
/*
/*      Thursday 12/31/92  Program editing for insertion of instructions in the */
/*      middle of an existing program works.                   */
/*
/*      Friday 01/01/93   Program editing for deletion of instructions in the */
/*      middle of an existing program works.                   */
/*
/*      Tuesday 01/05/93  Programmability seems to work. Multiple and nested */
/*      GSB (Go to SuBroutine) calls have been tested using both */
/*      the labels A..E and some of the n and .n labels.      */
/*
/*      Friday 01/08/93   Py,x and Cy,x seem to work.         */
/*
/*      Friday 01/15/93   Branching controlled by GTO works. Conditional */
/*      branching controlled by testing flags works in the case */

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/* of flag 9. Other flags untested. */
/* */
/* */
/* Saturday 01/16/93 There exists a mark in the program enunciator whereby */
/* if a STO or RCL { A • • E, (i)} instruction is generated */
/* when in the USER mode, a u will be displayed in place of */
/* the dash following the line number. */
/* Owner's Handbook, p 176 */
/* */
/* Wednesday01/20/93 Fixed a bug in the MaintainCursor() routine that had */
/* each of the windows responding to each of the rects */
/* for the finger cursor. Fixed the Chs_Button so that */
/* one can change the sign of a number while it is being */
/* entered. Fixed all the number buttons so that testing */
/* a flag will not also affect the gDisplayString */
/* */
/* Wednesday01/27/93 Factorial of x works. Mean of x and y works */
/* ( f & g of the zero button). */
/* Linear Estimation and correlation coefficient works */
/* ( f & g of the decimal point button). */
/* Linear Regression works( f  $\Sigma^+$  ).  $\Sigma^-$  works( g  $\Sigma^+$  ). */
/* Permutations and combinations of y,x work */
/* ( f PlusButton & g PlusButton ). */
/* */
/* Thursday 01/28/93 Created color calculator face */
/* */
/* Saturday 02/06/93 Began project to add a graphics window */
/* */
/* Friday 03/26/93 A graphics window is opened in response to a menu */
/* selection. Additional windows can be opened as memory */
/* allows. Code allows 100 windows. Current memory */
/* constrains windows to about two. Each window can */
/* support 100 objects. There are four object types. */
/* A circle and a square are two dimensional objects. */
/* They are selected from a palette with five icons. The */
/* circle and the square, an arrow for selecting, and a cube */
/* and a house object. Clicking on the circle or the square */
/* with the arrow selects that object. */
/* When selected, those objects are framed by a grey */
/* selection rectangle with a black square in the lower right */
/* corner. Clicking and dragging on that square changes the */
/* shape of the circle and square to an oval or ellipse or to a */
/* rectangle respectively. Clicking on the cube or the house */

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/*			produces a selection rect but the object is not	*/
/*			manipulatable in the manner of the circle or the square,	*/
/*			as these objects have three dimensional character. The	*/
/*			cube and the house are manipulated by clicking buttons	*/
/*			in a second window which is called up as a result of a */	
/*			menu selecton. Currently this window has six icons,	*/
/*			representing the three axes, x,y and z, and a direction,	*/
/*			clockwise or counterclockwise. Whichever object is	*/
/*			selected rotates according to which button is pressed.	*/
/*			If two objects are selected then they both are rotated.	*/
/*			100 objects can be rotated in two seconds. The graphics	*/
/*			window has scroll bars. Selected objects can be scrolled	*/
/*			off screen and rotated with the buttons. If two windows	*/
/*			are open with selected objects, the buttons operate on	*/
/*			the objects in the window last selected.	*/
/*				*/
/*	Friday	04/02/93	A shareware dialog box has been added which asks for	*/
/*			money and has three text edit fields asking for a name,	*/
/*			organization and serial number. Three buttons marked	*/
/*			"Register", "Tomorrow" and "Pre-Register" are present,	*/
/*			and when pressed, dismiss the dialog box. Information	*/
/*			typed onto the text edit fields are captured into Str255	*/
/*			string types. Currently, when pressing the Pre-Register	*/
/*			button, a pre-registration code is generated, which is */	
/*			displayed in a note-alert box. The current	*/
/*			pre-registration number generator produces characters	*/
/*			which are non displayable.	*/
/*				*/
/*	Sunday	05/02/93	The note-alert box no longer is displayed, as the non */	
/*			displayable characters included make it useless and it is	*/
/*			otherwise annoying	*/
/*			A Wizard's password dialog box appears if the key	*/
/*			combination control-option-w is pressed while the	*/
/*			cursor is placed over the divide button on the calculator	*/
/*			window. If the correct user and password are entered */	
/*			the sound Fanfare is played, if not, the sound Bronx is	*/
/*			played. Success in entering the Wizard's usercode and	*/
/*			password changes the Load Program and Load Data item	*/
/*			names in the File Menu to Open Program and Open Data.	*/
/*			While in the Wizard mode, File Menu requests to	*/
/*			"Save Data", "Save Program", "Close Program", "Open	*/
/*			Program", and "Open Data" result in calls to FSWrite, */	

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/*          FSWrite and FSClose, SFGetFile, and SFGetFile,          */
/*          respectively. File Menu requests to "New Program"        */
/*          result in the appearance of an alert box with an "Under  */
/*          Construction" message.                                   */
/*          June 18-20 1993  MacHack                                  */
/*          Presented "Help Not!"                                    */
/*          Thursday  11/25/93  Thanksgiving!                       */
/*          After long layoff                                        */
/*          Saturday  11/27/93  Added the code which allows storage  */
/*          of matrix elements to be programmable. Added code to    */
/*          allow the f MATRIX functions to be programmable. Still  */
/*          no code under them for 2 through 9.                     */
/*          Saturday  12/04/93  Found a bug in the A..E buttons     */
/*          where attempting to set the result matrix resulted in   */
/*          program code for setting a label. Found a bug that      */
/*          revealed itself when trying to */
/*          program to recall a matrix. RCL MATRIX A became         */
/*          RCL A; CHS                                             */
/*          Sunday    12/04/93  Found a bug in the run program     */
/*          state whereby once a program had been run once the     */
/*          condition codes were*/
/*          left in an awkward state                                */
/*          Thursday  12/16/93  EEX button works in the case     */
/*          where the key sequence is 2.2 EEX 23 ENTER. Does not   */
/*          yet correctly accept number values.                     */
/*          Sunday    12/26/93  Enabled g 7, g 8, and g 9 for     */
/*          DEG, RAD, and GRAD respectively. The enunciators      */
/*          show up and are cleared properly. Interferes with     */
/*          number input some way. Not yet recognized by          */
/*          trigonometric functions.                                */
/*          Monday    12/27/93  Changed shareware screen to $20   */
/*          from $14 using Geneva 10. EEX button now correctly     */
/*          accepts number values.                                  */
/*          Tuesday   12/28/93  Added stubs to SIN, COS, TAN to    */
/*          process a request for

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/*      hyperbolic functions. Now clears hypFlag and plus or */
/*      minus. Added code to the three buton to convert back */
/*      and forth from degrees and radians. Need to put in a */
/*      Deparse(); though. Put in the DeParse(). SIN, COS, TAN */
/*      now recognize a request to calculate values using RADs. */
/*
Wednesday12/29/93  Conversion of decimal time to hours, minutes & sec now */
/*      works. That's f ->H.MS. Conversion of hours, minutes & */
/*      sec now works. That's g ->H. */
/*
Thursday 12/30/93  Rectangular-Polar interconversion now works. */
/*
Monday 01/03/94   Started project to implement the Program Window, using */
/*      the List Manager */
/*
Tuesday 01/12/94  Program Window scrolls in jig-saw fashion. */
/*      Unacceptable. */
/*
Tuesday 01/18/94  Program Window redone with scavenged code from */
/*      AppMaker. Several days to chase down a bug in the */
/*      activate system. Had to create a global to keep track of */
/*      the window. Window content is generic AppMaker. */
/*
Thursday 01/20/94  Program Window now displays o's in first column and */
/*      the program's object code in column two. What a */
/*      motherfucker! I had put the mapstruct map in the */
/*      Calculators WRefCon using the infoPtr to reference it. */
/*      When the Program Window was created, it got its own */
/*      infoPtr. The Program Window needed the data in the */
/*      Calculator's infoPtr and it was lost in the process. I took */
/*      the mapstruct and put it in global space, replacing */
/*      "cur->map" with "map" and that is when the link errors */
/*      started. mapstruct was defined in Globals.h */
/*      with following: */
/*      extern mapstruct map; this resulted in */
/*      "undefined map" */
/*      /*extern» mapstruct map; this resulted in */
/*      "multiply defined map" */
/*      EXTERN mapstruct map; resulted in */
/*      "incorrect declaration */
/*      including from C13 Calculator.h */
/*      #ifdef _DECLAIR

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```
/*          #define EXTERN          */
/*          #else                    */
/*          #define EXTERN extern   */
/*          #endif                   */
/* allowed EXTERN to be used and reduced the multiply */
/* defined error messages by about half.             */
/* #including "Globals.h" in                       */
/* trick.c solved the problem                       */
/*          */
/*****/
```