

```

#ifndef _entry_
#define _entry_

#include "primitives.h"
#include "object.h"

typedef enum { principal, synonym } ENTRY_TYPE;

typedef struct entree
{
    ENTRY_TYPE type;
    char *identifier;
    char *file_name;
    long offset;
    long length;
    struct instance_header *instance;
}
ENTRY;

#define TypeOfEntry(ent)      ((ent)->type)
#define KeyOfEntry(ent)      ((ent)->identifier)
#define FileOfEntry(ent)     ((ent)->file_name)
#define OffsetOfEntry(ent)   ((ent)->offset)
#define LengthOfEntry(ent)   ((ent)->length)
#define InstanceOfEntry(ent) ((ent)->instance)

ENTRY *CreateEntry ();

#endif

```