

```
#ifndef _index_
#define _index_

#include "tree.h"

typedef struct index
{
    long n_entries;
    long n_principals;
    struct tree *root;
}
INDEX;

#define NumberInIndex(ind) ((ind)->n_entries)
#define MainsInIndex(ind) ((ind)->n_principals)

INDEX *CreateIndex ();
INDEX *InsertInIndex ();
ENTRY *FindInIndex ();
ENTRY *NthInIndex ();

#endif
```