

```

double double_in (char *prompt) {
    (declare variables: string, val, err, ... )
    (clear lcd screen)
    err = 1;
    while (err == 1) {
        printf_lcd (" %s", prompt);
        if (fgets_keypad (string, 40) == NULL) {
            printf_lcd (- too short);
        }
        elseif ( (strbrk (string, "[ ]") != NULL) ||
                 ( ~~~~~ != NULL) ||
                 ( ~~~~~ != NULL) ) {
            printf_lcd (~ Bad Key ~);
        }
        else {
            err = 0;
            sscanf (string, "%lf", &val);
        }
    }
    return val;
}

```

get string (pointing to fgets_keypad)

checks for errors (bracketed around the elseif block)

or (pointing down to the second condition in the elseif block)

el (pointing to %lf in sscanf)