Version 4. It clears up the algorithm.

It also adds the requirement that the swapping of the input and output queues have to happen in constant time.

I think, though, that the examples don't follow the algorithm, unless I am missing something. Mr. Robinson?

Version 5. Fixes the output of the examples. Pay close attention to real number and string output.

Version 5.1. Adds the warning that *only* intComparator, realComparator, and stringComparator should be placed in comparator.c.

Version 6. Clarified what to do if the item on the stack is equal to either the last item on the output and or the next item on the input (the stack item should move if it does not violate the sorted order)

Move an item from the stack to output. Do this if the sequence of the last item of the output, the top item on the stack, and the the item ready to come off the input does not violate the sort ordering.