

```
1  /*
2  *
3  * Simulation_Run of A Single Server Queueing System
4  *
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20 *
21 */
22
23
24 /*****
25
26 #ifndef _MAIN_H_
27 #define _MAIN_H_
28
29 /*****
30
31 #include "simlib.h"
32 #include "simparameters.h"
33
34 /*****
35
36 typedef struct _simulation_run_data_
37 {
38     Fifoqueue_Ptr buffer;
39     Server_Ptr link;
40     long int blip_counter;
41     long int arrival_count;
42     long int number_of_data_packets_processed;
43     long int number_of_voice_packets_processed;
44     double accumulated_data_packet_delay;
45     double accumulated_voice_packet_delay;
46     unsigned random_seed;
47 } Simulation_Run_Data, * Simulation_Run_Data_Ptr;
48
49 typedef enum {XMTTING, WAITING} Packet_Status;
50
51 typedef struct _packet_
52 {
53     double arrive_time;
54     double service_time;
```

```
55     int source_id;
56     int destination_id;
57     Packet_Status status;
58 } Packet, * Packet_Ptr;
59
60 /*
61  * Function prototypes
62  */
63
64 int
65 main(void);
66
67 /*****
68
69 #endif /* main.h */
70
71
72
```