```c
/*
 *
 * Simulation_Run of A Single Server Queueing System
 *
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 *
 */

/****************************************************************************/

#ifndef _MAIN_H_
#define _MAIN_H_

/****************************************************************************/

#include "simlib.h"
#include "simparameters.h"

/****************************************************************************/

typedef struct _simulation_run_data_
{
  Fifoqueue_Ptr data_packet_buffer;
  Fifoqueue_Ptr voice_packet_buffer;
  Server_Ptr link;
  long int blip_counter;
  long int arrival_count;
  long int number_of_data_packets_processed;
  long int number_of_voice_packets_processed;
  double accumulated_data_packet_delay;
  double accumulated_voice_packet_delay;
  unsigned random_seed;
} Simulation_Run_Data, * Simulation_Run_Data_Ptr;

typedef enum {XMTTING, WAITING} Packet_Status;

typedef struct _packet_
{
  double arrive_time;
```

```
55      double service_time;
56      int source_id;
57      int destination_id;
58      Packet_Status status;
59  } Packet, * Packet_Ptr;
60
61  /*
62   * Function prototypes
63   */
64
65  int
66  main(void);
67
68  /****************************************************************************/
69
70  #endif /* main.h */
71
72
73
```