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// Group D
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```
// 4/26/2022
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```
#ifndef KYLE_H
```

```
#define KYLE_H
```

```
#include <stdio.h>
```

```
#include <stdlib.h>
```

```
#include <unistd.h>
```

```
#include <semaphore.h>
```

```
#include <pthread.h>
```

```
#include <sys/types.h>
```

```
#include <time.h>
```

```
#include "Robby.h"
```

```
#include "Corey.h"
```

```
/**
```

```
 * Prints out that medical professional # is waiting for a patient
```

```
 * struct threadStruct *contents is a pointer to the contents struct holding Medical Professional  
information.
```

```
 */
```

```
void waitForPatients();
```

```
/**
```

```
 * Syncs up the performance of the medical checkup from a medical professional with the getting of the  
medical check up of the patient.
```

```
 * struct threadStruct *contents is a pointer to the contents struct holding Medical Professional  
information.
```

```
*/
```

```
void performMedicalCheckup();
```

```
/**
```

```
 * Only allows one thread to accept payment from the patients. Prints out that the medical professional  
# accepts payment from patient #.
```

```
 * struct threadStruct *contents is a pointer to the contents struct holding Medical Professional  
information.
```

```
*/
```

```
void acceptPayment();
```

```
#endif
```