# Function Description

**Function Name:** getTruckByReference

**Parameter List:**

|  |  |  |
| --- | --- | --- |
| Parameter Name | Type | Description |
| struct Fleet \*current | struct pointer | This points to the struct that contains the structs for all three Trucks. Nested inside the struct of each Truck, is another struct called Route, representing the route of each Truck. It contains a routeSymbol (either 4, 2, or 8) that is used in the function to retrieve the desired Truck. |
| int routeSymbol | integer | This integer represents the identifier of the Truck we are trying to retrieve. It is compared with the routeSymbol inside each Truck’s Route struct. |
|  |  |  |
|  |  |  |
|  |  |  |
|  |  |  |
|  |  |  |

**Returns:** The function returns a pointer to the Truck struct that matches the provided routeSymbol. If no matching truck is found, it returns a NULL pointer.

**Description:** This function retrieves a pointer to a Truck based on its routeSymbol. The function accesses the routeSymbol inside the nested structs of *current* and iterates over them. If the routeSymbol of a Truck matches the argument of the routeSymbol parameter (either 2, 4, or 8), then the pointer to the matching Truck is returned.

This function is used to sort the trucks based on their volume and weight, and their distance from the destination.