

ESET 269 – Lab 6 Functions & Structs

Code 1: The following table contains information to determine if a drug is to be rejected or accepted.

If a drug is greater than 30 on dose and produces a reaction, it should be rejected. If any drug produces a reaction and needs a booster, it should be rejected. All other conditions, the drug is accepted. Write a program to determine what drugs should be accepted or rejected, and display to the console window.

Drug	Dose	Reaction	Booster
UN001	30	Yes	No
UN2134	25	Yes	Yes
UN009	30	No	No
UN3453	35	Yes	Yes

Example console window output is given below.

```
Drug UN001 is accpeted.  
Drug UN2134 is rejected.  
Drug UN009 is accpeted.  
Drug UN3453 is rejected.
```

The following are also required

- A function must be used to populate a struct array with the above table values. (Do not use scanf asking a user to enter values) The function can be implemented as either pass by value or pass by reference.
- A function must be used to determine if a drug is to be rejected or accepted. Function can be implemented as either pass by value or pass by reference.
- Organize the code into multiple C files which include the following:
 - Main C file – contains the `Main` function
 - Header file – Contains function declarations, struct definition, etc.
 - Additional C file – Contains function definitions