University of Technology Jamaica

Programming 2

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Occurrence: UE3

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The Program created was designed to

1. Create and add Patients to a file
2. Create and add Rooms to a file
3. Edit Patients from the previously created patient file
4. Automatically admit, discharge and assign patients to a room
5. Create a file with a report showing the ages of patients admitted
6. Create a file with a report showing the condition of patients admitted
7. Create a file with the current admitted patients, relevant information and there current room

There are a few main constants defined at the start of the code.

#define MAXPATIENT 35

// constant to define max amount of patients

#define MAXROOM 21

// constant to define max amount of rooms

#define PATIENT\_EX "%-8d%-13s%-13s%-10s%-5d%-12s\n"

// the format to export the patient struct

#define PATIENT\_IN "%d %s %s %s %d %s"

// the format to accept the patient struct

#define ROOM\_EX "\n%-4d%-11s%-5d%-7s%"

// the format to export the room struct excluding patient id's

#define ROOM\_IN "%d% s% d% s%"

// the format to accept the room struct excluding patient id's

There are two main structs defined at the start of the code as well

//The Patient Structure which stores the following

struct pstruct {

int id; //The ID Number

char fname[12]; //The First Name

char lname[12]; //The Last Name

int birth; //The Date of Birth

char condition[9]; //The Covid Condition

char status[10]; //The Admittance Status

} pstruct;

//The Room Structure which stores the following

struct rstruct {

int id; //The room ID Number

char respirator[12]; //Respirator Status

int patients; //Amount of beds

char staff[12]; //Type of Staff assigned

int patientid[5]; //Array for patient ID Number's

} rstruct;