

```
extern struct node {  
    int clientNumber;  
    int timeOfArrival;  
    struct node * next;  
} node;
```

Structure of a linked list of clients.

int clientNumber – Number which represents the client.
int timeOfArrival – Time at which client arrives to the barber.
*struct node * next* – Pointer to the next data unit.

```
void Print_list(struct node *head);
```

Prints numbers of all clients within a list.

*struct node *head* – Pointer to the first data unit.

```
void Push(struct node **head, int cNumber, int _timeOfArrival);
```

Pushes client into the first place in list.

*struct node *head* – Pointer to the first data unit.
int cNumber – Number of pushed client.
int _timeOfArrival - Time at which pushed client arrives to the barber.

```
void Remove(struct node **head, int cNumber);
```

Removes client with a given number from the list.

*struct node *head* – Pointer to the first data unit.
int cNumber – Number of client who is designated to be removed.

```
int Pop(struct node **head);
```

Removes first client from the list, then returns his number.

*struct node *head* – Pointer to the first data unit.

```
void Append(struct node **head, int cNumber, int _timeOfArrival);
```

Adds client to the end of a list.

*struct node *head* – Pointer to the first data unit.
int cNumber – Number of appended client.
int _timeOfArrival - Time at which appended client arrives to the barber.

```
int SleepTime(struct node **head, int cNumber);
```

Returns time of arrival to the barber of a chosen client.

*struct node *head* – Pointer to the first data unit.
int cNumber – Number of the client whose time of arrival is to be returned.

```
void Print(struct node *list1, struct node *list2);
```

Prints debug message.

*struct node *list1* – Pointer to the first data unit of a list with clients who resigned.

*struct node *list2* – Pointer to the first data unit of a list with clients who are waiting in the queue.