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| **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. |