

Контрольные примеры:

```
=====
|           Choose an option           |
|-----|
| 0. Exit                               |
| 1. Print all users                    |
| 2. Print all professions              |
| 3. Add new profession                 |
| 4. Add new user                      |
| 5. Update user data                  |
| 6. Filter users                      |
| 7. Sort users                       |
| 8. Delete profession                 |
| 9. Delete user                      |
| 10. Clear user list                  |
| 11. Clear profession list            |
|-----|
Option: 1

=====
| Option: Print all users                |
|-----|

=====
| ID | Full Name | Age | Profession | Friends Rating | Public Rating | Friends count | Friends IDs |
|-----|-----|-----|-----|-----|-----|-----|-----|
| 1 | John Doe | 10 | undefined | 4.5 | 3.9 | 1 | 2 |
| 2 | Jane Doe | 20 | undefined | 4.0 | 4.0 | 1 | 1 |
| 3 | Alice Johnson | 28 | pilot | 4.2 | 3.7 | 4 | 1, 2, 6, 8 |
| 4 | Sarah Taylor | 31 | teacher | 4.0 | 4.1 | 5 | 8, 5, 6, 3, 1 |
| 5 | Robert White | 29 | dentist | 4.3 | 3.8 | 3 | 1, 2, 3 |
| 6 | Michael Brown | 33 | engineer | 3.9 | 4.0 | 5 | 3, 6, 9, 10, 2 |
| 7 | Linda Martinez | 32 | pilot | 3.9 | 3.7 | 4 | 4, 6, 5, 1 |
| 8 | Jane Smith | 25 | driver | 3.8 | 4.1 | 2 | 1, 3 |
| 9 | Jack London | 31 | writer | 5.0 | 5.0 | 6 | 8, 5, 6, 3, 1, 9 |
| 10 | Emily Davis | 27 | driver | 4.1 | 3.8 | 3 | 1, 2, 3 |
| 11 | David Wilson | 35 | actor | 4.0 | 4.2 | 2 | 5, 2 |
| 12 | Yakui The Maid | 35 | musician | 5.0 | 4.0 | 1 | 9 |
| 13 | God is an Astronaut | 20 | musician | 5.0 | 5.0 | 2 | 1, 12 |
|-----|-----|-----|-----|-----|-----|-----|-----|

Press ENTER to continue

=====
| Option: Print all professions          |
|-----|

=====
| ID | Name |
|-----|
| 1 | pilot |
| 2 | engineer |
| 3 | teacher |
| 4 | driver |
| 5 | dentist |
| 6 | actor |
| 7 | writer |
| 8 | musician |
| 9 | test long name of new profes... |
|-----|

Press ENTER to continue

=====
| Option: Add new profession             |
|-----|

Enter profession name: new_profession
Success: profession added

=====
| ID | Name |
|-----|
| 10 | new_profession |
|-----|

Press ENTER to continue

=====
| Option: Add new user                   |
|-----|

Enter information for new user:
Enter user name: new user
Success: name specified
Enter user age: -10
Failed: invalid or impossible age
Enter user friends rating: 2
Success: friends rating specified
Enter user public rating: 10
Failed: invalid or impossible rating
Enter user friends count (less than 13): 12

=====
| ID | Full Name | Age | Profession | Friends Rating | Public Rating | Friends count | Friends IDs |
|-----|-----|-----|-----|-----|-----|-----|-----|
| 1 | John Doe | 10 | undefined | 4.5 | 3.9 | 1 | 2 |
| 2 | Jane Doe | 20 | undefined | 4.0 | 4.0 | 1 | 1 |
| 3 | Alice Johnson | 28 | pilot | 4.2 | 3.7 | 4 | 1, 2, 6, 8 |
| 4 | Sarah Taylor | 31 | teacher | 4.0 | 4.1 | 5 | 8, 5, 6, 3, 1 |
| 5 | Robert White | 29 | dentist | 4.3 | 3.8 | 3 | 1, 2, 3 |
| 6 | Michael Brown | 33 | engineer | 3.9 | 4.0 | 5 | 3, 6, 9, 10, 2 |
|-----|-----|-----|-----|-----|-----|-----|-----|
```

7	Linda Martinez	32	pilot	3.9	3.7	4	4, 6, 5, 1
8	Jane Smith	25	driver	3.8	4.1	2	1, 3
9	Jack London	31	writer	5.0	5.0	6	8, 5, 6, 3, 1, 9
10	Emily Davis	27	driver	4.1	3.8	3	1, 2, 3
11	David Wilson	35	actor	4.0	4.2	2	5, 2
12	Yakui The Maid	35	musician	5.0	4.0	1	9
13	God is an Astronaut	20	musician	5.0	5.0	2	1, 12

Success: friends count specified

Enter user friends ids

Example: 1,2,3,4,5

Enter friends ids: 1,1,2,3,1,-10,1234,1,5

It seems that the number of entered IDs does not correspond to the specified number of friends

updating friends count: 9

Duplicated ID: 1

Duplicated ID: 1

Duplicated ID: 1

It seems that some IDs are entered more than once -> updating friends count: 6

ID not found: -10

ID not found: 1234

It seems that list of users does not contain some of entered IDs -> updating friends count: 4

Success: friends ids specified

ID	Name
1	pilot
2	engineer
3	teacher
4	driver
5	dentist
6	actor
7	writer
8	musician
9	test long name of new profes...

Enter profession id: -2

Failed: profession not found

Success: user has been added!

ID	Full Name	Age	Profession	Friends Rating	Public Rating	Friends count	Friends IDs
14	new user	0	undefined	2.0	0.0	4	1, 2, 3, 5

Press ENTER to continue

Option: Update user data

ID	Full Name	Age	Profession	Friends Rating	Public Rating	Friends count	Friends IDs
3	Alice Johnson	28	pilot	4.2	3.7	4	1, 2, 6, 8

Which field do you want to edit?

1. full name
2. age
3. profession
4. friends rating
5. public rating
6. friends
7. all fields

Enter option: 2

Option: Specify user age

Enter user age: 30

Success: age specified

Updated user:

ID	Full Name	Age	Profession	Friends Rating	Public Rating	Friends count	Friends IDs
3	Alice Johnson	30	pilot	4.2	3.7	4	1, 2, 6, 8

Press ENTER to continue

Option: Filter users

1. Name
2. Profession
3. Age
4. Friends Rating
5. Public Rating
6. Friends Count

Enter option: 1

Enter name: ja

ID	Full Name	Age	Profession	Friends Rating	Public Rating	Friends count	Friends IDs
2	Jane Doe	20	undefined	4.0	4.0	1	1
8	Jane Smith	25	driver	3.8	4.1	2	1, 3
9	Jack London	31	writer	5.0	5.0	6	8, 5, 6, 3, 1, 9

Press ENTER to continue

```

=====
| Option: Sort users |
=====
1. Sort by id
2. Sort by name
3. Sort by age
4. Sort by friends rating
5. Sort by public rating
6. Sort by friends count
Enter option: 6
Success: users sorted
Press ENTER to continue

```

```

=====
| Option: Print all users |
=====

```

ID	Full Name	Age	Profession	Friends Rating	Public Rating	Friends count	Friends IDs
1	John Doe	10	undefined	4.5	3.9	1	2
12	Yakui The Maid	35	musician	5.0	4.0	1	9
2	Jane Doe	20	undefined	4.0	4.0	1	1
13	God is an Astronaut	20	musician	5.0	5.0	2	1, 12
11	David Wilson	35	actor	4.0	4.2	2	5, 2
8	Jane Smith	25	driver	3.8	4.1	2	1, 3
10	Emily Davis	27	driver	4.1	3.8	3	1, 2, 3
5	Robert White	29	dentist	4.3	3.8	3	1, 2, 3
14	new user	0	undefined	2.0	0.0	4	1, 2, 3, 5
7	Linda Martinez	32	pilot	3.9	3.7	4	4, 6, 5, 1
3	Alice Johnson	30	pilot	4.2	3.7	4	1, 2, 6, 8
6	Michael Brown	33	engineer	3.9	4.0	5	3, 6, 9, 10, 2
4	Sarah Taylor	31	teacher	4.0	4.1	5	8, 5, 6, 3, 1
9	Jack London	31	writer	5.0	5.0	6	8, 5, 6, 3, 1, 9

Press ENTER to continue

```

=====
| Option: Delete profession |
=====

```

ID	Name
1	pilot
2	engineer
3	teacher
4	driver
5	dentist
6	actor
7	writer
8	musician
9	test long name of new profes...

Enter profession id to delete profession before it (or 0 to return to menu): 3
Profession with id 3:

ID	Name
3	teacher

Success: profession with id 3 has been removed!
Press ENTER to continue

```

=====
| Option: Print all professions |
=====

```

ID	Name
1	pilot
2	engineer
4	driver
5	dentist
6	actor
7	writer
8	musician
9	test long name of new profes...

Press ENTER to continue

```

=====
| Option: Print all users |
=====

```

ID	Full Name	Age	Profession	Friends Rating	Public Rating	Friends count	Friends IDs
1	John Doe	10	undefined	4.5	3.9	1	2
12	Yakui The Maid	35	musician	5.0	4.0	1	9
2	Jane Doe	20	undefined	4.0	4.0	1	1
13	God is an Astronaut	20	musician	5.0	5.0	2	1, 12
11	David Wilson	35	actor	4.0	4.2	2	5, 2
8	Jane Smith	25	driver	3.8	4.1	2	1, 3
10	Emily Davis	27	driver	4.1	3.8	3	1, 2, 3
5	Robert White	29	dentist	4.3	3.8	3	1, 2, 3
14	new user	0	undefined	2.0	0.0	4	1, 2, 3, 5
7	Linda Martinez	32	pilot	3.9	3.7	4	4, 6, 5, 1

3	Alice Johnson	30	pilot	4.2	3.7	4	1, 2, 6, 8
6	Michael Brown	33	engineer	3.9	4.0	5	3, 6, 9, 10, 2
4	Sarah Taylor	31	undefined	4.0	4.1	5	8, 5, 6, 3, 1
9	Jack London	31	writer	5.0	5.0	6	8, 5, 6, 3, 1, 9

Press ENTER to continue

Option: Delete user

ID	Full Name	Age	Profession	Friends Rating	Public Rating	Friends count	Friends IDs
1	John Doe	10	undefined	4.5	3.9	1	2
12	Yakui The Maid	35	musician	5.0	4.0	1	9
2	Jane Doe	20	undefined	4.0	4.0	1	1
13	God is an Astronaut	20	musician	5.0	5.0	2	1, 12
11	David Wilson	35	actor	4.0	4.2	2	5, 2
8	Jane Smith	25	driver	3.8	4.1	2	1, 3
10	Emily Davis	27	driver	4.1	3.8	3	1, 2, 3
5	Robert White	29	dentist	4.3	3.8	3	1, 2, 3
14	new user	0	undefined	2.0	0.0	4	1, 2, 3, 5
7	Linda Martinez	32	pilot	3.9	3.7	4	4, 6, 5, 1
3	Alice Johnson	30	pilot	4.2	3.7	4	1, 2, 6, 8
6	Michael Brown	33	engineer	3.9	4.0	5	3, 6, 9, 10, 2
4	Sarah Taylor	31	undefined	4.0	4.1	5	8, 5, 6, 3, 1
9	Jack London	31	writer	5.0	5.0	6	8, 5, 6, 3, 1, 9

Enter user id to delete user (or 0 to return to menu): 145

Failed: there is no user with id 145

Press ENTER to continue

Option: Clear profession list

Success: list cleared!

Press ENTER to continue

Option: Print all professions

ID	Name
----	-----

Press ENTER to continue

Option: Print all users

ID	Full Name	Age	Profession	Friends Rating	Public Rating	Friends count	Friends IDs
1	John Doe	10	undefined	4.5	3.9	1	2
12	Yakui The Maid	35	undefined	5.0	4.0	1	9
2	Jane Doe	20	undefined	4.0	4.0	1	1
13	God is an Astronaut	20	undefined	5.0	5.0	2	1, 12
11	David Wilson	35	undefined	4.0	4.2	2	5, 2
8	Jane Smith	25	undefined	3.8	4.1	2	1, 3
10	Emily Davis	27	undefined	4.1	3.8	3	1, 2, 3
5	Robert White	29	undefined	4.3	3.8	3	1, 2, 3
14	new user	0	undefined	2.0	0.0	4	1, 2, 3, 5
7	Linda Martinez	32	undefined	3.9	3.7	4	4, 6, 5, 1
3	Alice Johnson	30	undefined	4.2	3.7	4	1, 2, 6, 8
6	Michael Brown	33	undefined	3.9	4.0	5	3, 6, 9, 10, 2
4	Sarah Taylor	31	undefined	4.0	4.1	5	8, 5, 6, 3, 1
9	Jack London	31	undefined	5.0	5.0	6	8, 5, 6, 3, 1, 9

Press ENTER to continue

Choose an option

- 0. Exit
- 1. Print all users
- 2. Print all professions
- 3. Add new profession
- 4. Add new user
- 5. Update user data
- 6. Filter users
- 7. Sort users
- 8. Delete profession
- 9. Delete user
- 10. Clear user list
- 11. Clear profession list

Option: 0

Do you want to save changes? (1 - yes, 0 - no): 0

Bye!

Press ENTER to continue

Текст программы:

```
#include <stdio.h>

#include <stdlib.h>

#include <string.h>

#include <time.h>

#include <ctype.h>


#define MAXLEN 256


typedef struct professionStruct {

    int id;

    char name[MAXLEN];

    struct professionStruct* next;

    struct professionStruct* prev;

} Profession;


typedef struct professionHeadStruct {

    Profession* first;

    Profession* last;

    int count;

} ProfessionHead;


typedef struct userStruct {

    int id;

    char *fullName;

    int age;

    float friendsRating;

    float publicRating;

    int friendsCount;

    int* friendsId;

    Profession* profession;

    struct userStruct* next;

    struct userStruct* prev;

} User;


typedef struct userHeadStruct {

    User* first;

    User* last;

    int count;

} UserHead;


void printMenu();

void printProfessionHeader();

void printAllProfessions(ProfessionHead* head);

void printUserHeader();

void printAllUsers(UserHead* uHead);
```

```

void printOptionHeader(const char* optionDescription);

void pressEnterToContinue();

void clearConsole();

void trimForDisplay(char *output, const char *input, int maxLength);

void printUser(User *user);

void printProfession(Profession *profession);

void printLongLine();

void printShortLine();


ProfessionHead* makeProfessionHead();

Profession* makeProfessionNode(char name[MAXLEN]);

void pushBackProfessionNode(ProfessionHead* head, Profession* profession);

void deleteProfessionNode(ProfessionHead* pHead, UserHead* uHead, Profession* profession);

void freeProfessionList(ProfessionHead* head);

void readProfessions(char* filename, ProfessionHead* head);

Profession* findProfessionById(ProfessionHead* head, int id);

Profession* findProfessionByName(ProfessionHead* head, char name[MAXLEN]);

void writeProfessionsToFile(ProfessionHead* head, const char* filename);


UserHead* makeUserHead();

User* makeUserNode();

void fillUserNode(ProfessionHead* pHead, UserHead* uHead, User* user, char** str);

void pushBackUserNode(UserHead* head, User* user);

void freeUserStruct(User* user);

void freeUserList(UserHead* head);

void clearUsersProfessionById(UserHead* head, int id);

void readUsers(char* filename, UserHead* head, ProfessionHead* pHead);

User* findUserById(UserHead* head, int id);

void filterUsersByPublicRating(UserHead* uHead, float minRating, float maxRating);

void filterUsersByFriendsRating(UserHead* uHead, float minRating, float maxRating);

void filterUsersByAge(UserHead* uHead, int minAge, int maxAge);

void filterUsersByFriendsCount(UserHead* uHead, int minCount, int maxCount);

void filterUsersByProfessionName(UserHead* uHead, char* professionName);

void filterUsersByName(UserHead* uHead, char* name);

void deleteUserNode(UserHead* head, User* user);

int compareUsers(User* a, User* b, int option);

void sortUsersByField(UserHead* uHead, int option);

void writeUsersToFile(UserHead* head, const char* filename);


void nullString(char str[MAXLEN]);

void trim(char str[MAXLEN]);

char **split(char *str, int length, char sep);

void inputIntArray(UserHead* uHead, User* user, char *str, char sep, int isManual);

void getUsersIdList(UserHead* uHead, int* dest);

int cmp(const void *a, const void *b);

int binarySearch(const int arr[], int start, int end, int target);

int startsWithIgnoreCase(const char *str, const char *prefix);

```

```

void clearStdin();

void makeLog(const char* title, const char* funcName, const char* log);

void appGUI(ProfessionHead* pHead, UserHead* uHead);

void appOption(ProfessionHead* professionHead, UserHead* userHead, int option);

void deleteProfessionGUI(ProfessionHead* head, UserHead* userHead);

void addProfessionGUI(ProfessionHead* head);

void specifyUserNameGUI(User* user);

void specifyUserAgeGUI(User* user);

void specifyUserFriendsRatingGUI(User* user);

void specifyUserPublicRatingGUI(User* user);

void specifyUserProfessionGUI(ProfessionHead* pHead, User* user);

void specifyUserFriendsGUI(UserHead* uHead, User* user);

void updateUserDataGUI(ProfessionHead* pHead, UserHead* uHead);

void addUserGUI(ProfessionHead* pHead, UserHead* uHead);

void filterUsersByFieldGUI(UserHead* uHead);

void deleteUserGUI(UserHead* head);

void clearProfessionListGUI(ProfessionHead* pHead, UserHead* uHead);

void sortUsersByFieldGUI(UserHead* uHead);

void clearUserListGUI(UserHead* head);

int main() {
    UserHead* userHead = NULL;

    ProfessionHead* professionHead = NULL;

    makeLog("APP START", "main", "App started work");

    userHead = makeUserHead();

    professionHead = makeProfessionHead();

    if (userHead != NULL && professionHead != NULL) {
        appGUI(professionHead, userHead);
    } else {
        printf("Error: memory allocation error\n");
    }

    makeLog("APP FINISH", "main", "App finished work\n");

    return 0;
}

void printMenu() {
    printShortLine();

    printf("|          Choose an option          |\n");
    printf("|-----|\n");
    printf("| 0. Exit                               |\n");
    printf("| 1. Print all users                     |\n");
    printf("| 2. Print all professions               |\n");
    printf("| 3. Add new profession                  |\n");

```

```

        printf("| 4. Add new user                |\n");
        printf("| 5. Update user data                    |\n");
        printf("| 6. Filter users                        |\n");
        printf("| 7. Sort users                          |\n");
        printf("| 8. Delete profession                  |\n");
        printf("| 9. Delete user                        |\n");
        printf("| 10. Clear user list                   |\n");
        printf("| 11. Clear profession list             |\n");
        printShortLine();
        printf("Option: ");
    }

```

```

void printProfessionHeader() {
    printShortLine();
    printf("| ID |                Name                |\n");
    printf("|----|-----|\n");
}

```

```

void printAllProfessions(ProfessionHead* head) {
    Profession *q;

    printProfessionHeader();
    q = head->first;
    while (q != NULL) {
        printProfession(q);
        q = q->next;
    }
    printShortLine();
}

```

```

void printUserHeader() {
    printLongLine();
    printf("| ID |      Full Name      | Age |  Profession  | Friends Rating | Public Rating | Friends count |      Friends IDs\n");
    printf("|----|-----|-----|-----|-----|-----|-----|-----|\n");
}

```

```

void printAllUsers(UserHead* uHead) {
    User *q;

    printUserHeader();
    q = uHead->first;
    while (q != NULL) {
        printUser(q);
        q = q->next;
    }
}

```



```

        printLongLine();
    }

void printLongLine() {

    printf("=====\\n");
;
}

void printShortLine() {

    printf("=====\\n");
}

void printOptionHeader(const char* optionDescription) {

    printShortLine();

    printf("| Option: %-28s |\\n", optionDescription);

    printShortLine();

    printf("\\n");
}

void pressEnterToContinue() {

    printf("\\nPress ENTER to continue ");

    clearStdin();

    clearConsole();
}

void clearConsole() {

    #if defined(_WIN32) || defined(_WIN64)

        system("cls");

    #else

        system("clear");

    #endif
}

void trimForDisplay(char *output, const char *input, int maxLength) {

    if (strlen(input) > maxLength) {

        strncpy(output, input, maxLength - 3);

        output[maxLength - 3] = '\\0';

        strcat(output, "...");

    } else {

        strcpy(output, input);

    }
}

void printUser(User *user) {

    char friendsIds[MAXLEN] = "";

    char idStr[10];

    int i;

```

```

char profession[MAXLEN] = "undefined";

char trimmedFullName[23], trimmedProfession[17], trimmedFriendsIds[30];

if (user->profession != NULL) {
    trimForDisplay(profession, user->profession->name, sizeof(profession));
}

if (user->friendsId != NULL) {
    for (i = 0; i < user->friendsCount; i++) {
        sprintf(idStr, "%d", user->friendsId[i]);
        strcat(friendsIds, idStr);
        if (i < user->friendsCount - 1) {
            strcat(friendsIds, ", ");
        }
    }
}

trimForDisplay(trimmedFullName, user->fullName, 22);
trimForDisplay(trimmedProfession, profession, 16);
trimForDisplay(trimmedFriendsIds, friendsIds, 21);

printf("| %-2d | %-22s | %-3d | %-16s | %-14.1f | %-13.1f | %-13d | %21s |\n",
        user->id, trimmedFullName, user->age, trimmedProfession, user->friendsRating, user->publicRating, user->friendsCount,
        trimmedFriendsIds);
}

void printProfession(Profession *profession) {
    char trimmedProfessionName[32];
    trimForDisplay(trimmedProfessionName, profession->name, 31);
    printf("| %-2d | %-31s |\n", profession->id, trimmedProfessionName);
}

ProfessionHead* makeProfessionHead() {
    ProfessionHead* head = NULL;

    head = (ProfessionHead*)malloc(sizeof(ProfessionHead));

    if (head != NULL) {
        head->count = 0;
        head->first = NULL;
        head->last = NULL;
    } else {
        perror("Memory allocation failed");
        makeLog("ERROR", "makeProfessionHead", "Memory allocation failed (head)");
    }

    return head;
}

```

```

Profession* makeProfessionNode(char name[MAXLEN]) {

    Profession* profession = NULL;

    profession = (Profession*)malloc(sizeof(Profession));

    if (profession != NULL) {

        profession->id = 0;

        strcpy(profession->name, name);

        profession->next = NULL;

        profession->prev = NULL;

    }

    return profession;
}

void pushBackProfessionNode(ProfessionHead* head, Profession* profession) {

    head->count++;

    if (head->first == NULL) {          /* list is empty */

        head->first = profession;       /* first element is profession */

        head->last = profession;       /* last element is profession */

        profession->id = 1;

    } else {                            /* list has only one element */

        profession->id = head->last->id + 1;

        profession->prev = head->last;  /* profession's previous element is last element */

        head->last->next = profession;  /* profession becomes element after last element */

        head->last = profession;       /* profession becomes last element */

    }

}

void deleteProfessionNode(ProfessionHead* pHead, UserHead* uHead, Profession* profession) {

    if (pHead->first == profession) {

        pHead->first = profession->next;

        if (profession->next != NULL) {

            profession->next->prev = profession->prev;

        }

    } else if (pHead->last == profession) {

        pHead->last = profession->prev;

        if (profession->prev != NULL) {

            profession->prev->next = profession->next;

        }

    } else {

        if (profession->prev != NULL) {

            profession->prev->next = profession->next;

        }

    }

}

```

```

        if (profession->next != NULL) {
            profession->next->prev = profession->prev;
        }
    }

    clearUsersProfessionById(uHead, profession->id);
    free(profession);
    pHead->count--;
}

void freeProfessionList(ProfessionHead* head) {
    Profession *q, *q1;

    q = head->first;
    while (q != NULL) {
        q1 = q->next;
        free(q);
        q = q1;
    }
    free(head);
}

void readProfessions(char* filename, ProfessionHead* head) {
    FILE* file;
    Profession* profession;
    int n, count, i;
    char temp[MAXLEN];

    profession = NULL;
    n = count = 0;
    file = fopen(filename, "r");

    if (file != NULL) {
        makeLog("FILE READ", "readProfessions", filename);
        while ((fgets(temp, MAXLEN, file)) != NULL) n++;
        rewind(file);

        for (i = 0; i < n; i++) {
            nullString(temp);
            fgets(temp, MAXLEN, file);
            trim(temp);
            profession = makeProfessionNode(temp);
            if (profession != NULL) {
                pushBackProfessionNode(head, profession);
                count++;
            }
        }
        fclose(file);
    } else {

```

```

        perror("Failed to open file");

        makeLog("ERROR", "readProfessions", "Failed to open file");
    }

    if (count != n) {
        perror("Failed to read from file");

        freeProfessionList(head);
    }
}

Profession* findProfessionByName(ProfessionHead* head, char name[MAXLEN]) {
    Profession* q = NULL;

    q = head->first;
    while (q != NULL && strcmp(q->name, name) != 0) {
        q = q->next;
    }

    return q;
}

Profession* findProfessionById(ProfessionHead* head, int id) {
    Profession* q = NULL;

    q = head->first;
    while (q != NULL && q->id != id) {
        q = q->next;
    }

    return q;
}

void writeProfessionsToFile(ProfessionHead* head, const char* filename) {
    FILE* file = fopen(filename, "w");

    Profession* current = NULL;

    if (file != NULL) {
        makeLog("FILE WRITE", "writeProfessionsToFile", filename);

        current = head->first;
        while (current != NULL) {
            fprintf(file, "%s\n", current->name);

            current = current->next;
        }

        fclose(file);
    } else {
        makeLog("ERROR", "writeProfessionsToFile", "Failed to open file");
        perror("Failed to open file");
    }
}

```

```

    }
}

UserHead* makeUserHead() {
    UserHead* head = NULL;

    head = (UserHead*)malloc(sizeof(UserHead));

    if (head != NULL) {
        head->count = 0;
        head->first = NULL;
        head->last = NULL;
    } else {
        perror("Memory allocation failed");
        makeLog("ERROR", "makeUserHead", "Memory allocation failed (head)");
    }

    return head;
}

User* makeUserNode() {
    User* user = NULL;

    user = (User*)malloc(sizeof(User));

    if (user != NULL) {
        user->age = 0;
        user->friendsCount = 0;
        user->publicRating = 0;
        user->friendsRating = 0;
        user->id = 0;
        user->fullName = NULL;
        user->profession = NULL;
        user->friendsId = NULL;
        user->next = NULL;
        user->prev = NULL;
        user->id = 0;
    }

    return user;
}

void fillUserNode(ProfessionHead* pHead, UserHead* uHead, User* user, char** str) {

    if (user != NULL) {
        user->fullName = str[0];
        user->age = atoi(str[1]);
        free(str[1]);
        user->profession = findProfessionByName(pHead, str[2]);
        free(str[2]);
    }
}

```

```

        user->friendsRating = atof(str[3]);

        free(str[3]);

        user->publicRating = atof(str[4]);

        free(str[4]);

        user->friendsCount = atoi(str[5]);

        free(str[5]);

        if (user->friendsCount > 0) {

            user->friendsId = NULL;

            inputIntArray(uHead, user, str[6], ',', 0);

        } else {

            user->friendsId = NULL;

        }

        free(str[6]);

        free(str);

        user->next = NULL;

        user->prev = NULL;

    } else {

        perror("Memory allocation failed");

        makeLog("ERROR", "makeUserNode", "Memory allocation failed (user)");

    }

}

void pushBackUserNode(UserHead* head, User* user) {

    head->count++;

    if (head->first == NULL) {

        head->first = user;

        head->last = user;

        user->id = 1;

    } else {

        user->id = head->last->id + 1;

        user->prev = head->last;

        head->last->next = user;

        head->last = user;

    }

}

void freeUserStruct(User* user) {

    if (user->fullName != NULL) {

        free(user->fullName);

        user->fullName = NULL;

    }

}

```

```

    if (user->friendsId != NULL) {

        free(user->friendsId);

        user->friendsId = NULL;

    }

    if (user->profession != NULL) {

        user->profession = NULL;

    }

    free(user);

}

void freeUserList(UserHead* head) {

    User *q = NULL, *q1 = NULL;

    /* char buffer[MAXLEN]; */

    q = head->first;

    /* makeLog("LIST FREE", "freeUserList", "start"); */

    while (q != NULL) {

        /* sprintf(buffer, "%p", q->next); */

        /* makeLog("attempt to get q->next", "freeUserList", buffer); */

        q1 = q->next;

        freeUserStruct(q);

        q = q1;

    }

    /* sprintf(buffer, "%p", head); */

    /* makeLog("attempt to free head", "freeUserList", buffer); */

    free(head);

}

void clearUsersProfessionById(UserHead* head, int id) {

    User* q = NULL;

    q = head->first;

    while (q != NULL) {

        if (q->profession != NULL && q->profession->id == id) {

            q->profession = NULL;

        }

        q = q->next;

    }

}

void readUsers(char* filename, UserHead* head, ProfessionHead* pHead) {

    FILE* file;

    User* user;

    int n, count, i, slen;

    char** splitArray;

```



```

char temp[MAXLEN];

user = NULL;

n = count = 0;

file = fopen(filename, "r");

if (file != NULL) {

    makeLog("FILE READ", "readUsers", filename);

    while ((fgets(temp, MAXLEN, file)) != NULL) n++;

    rewind(file);

    for (i = 0; i < n; i++, count++) {

        nullString(temp);

        fgets(temp, MAXLEN, file);

        slen = strlen(temp);

        trim(temp);

        splitArray = split(temp, slen, ';');

        if (splitArray != NULL) {

            user = makeUserNode();

            if (user != NULL) {

                fillUserNode(pHead, head, user, splitArray);

                pushBackUserNode(head, user);

            }

        }

    }

    fclose(file);

} else {

    perror("Failed to open file");

    makeLog("ERROR", "readUsers", "Failed to open file");

}

if (count != n) {

    perror("Failed to read from file");

    freeUserList(head);

}

}

User* findUserById(UserHead* head, int id) {

    User* q = NULL;

    q = head->first;

    while (q != NULL && q->id != id) {

        q = q->next;

    }

    return q;

}

```

```

void filterUsersByName(UserHead* uHead, char* name) {
    User *q;

    printUserHeader();
    q = uHead->first;
    while (q != NULL) {
        if (startsWithIgnoreCase(q->fullName, name) == 1) {
            printUser(q);
        }
        q = q->next;
    }
    printLongLine();
}

void filterUsersByProfessionName(UserHead* uHead, char* professionName) {
    User *q;

    printUserHeader();
    q = uHead->first;
    while (q != NULL) {
        if ((q->profession != NULL && startsWithIgnoreCase(q->profession->name, professionName) == 1) || (q->profession == NULL &&
startsWithIgnoreCase("undefined", professionName) == 1)) {
            printUser(q);
        }
        q = q->next;
    }
    printLongLine();
}

void filterUsersByAge(UserHead* uHead, int minAge, int maxAge) {
    User *q;

    printUserHeader();
    q = uHead->first;
    while (q != NULL) {
        if (q->age >= minAge && q->age <= maxAge) {
            printUser(q);
        }
        q = q->next;
    }
    printLongLine();
}

void filterUsersByFriendsRating(UserHead* uHead, float minRating, float maxRating) {
    User *q;

    printUserHeader();

```

```

    q = uHead->first;

    while (q != NULL) {

        if (q->friendsRating >= minRating && q->friendsRating <= maxRating) {

            printUser(q);

        }

        q = q->next;

    }

    printLongLine();
}

void filterUsersByPublicRating(UserHead* uHead, float minRating, float maxRating) {

    User *q;

    printUserHeader();

    q = uHead->first;

    while (q != NULL) {

        if (q->publicRating >= minRating && q->publicRating <= maxRating) {

            printUser(q);

        }

        q = q->next;

    }

    printLongLine();
}

void filterUsersByFriendsCount(UserHead* uHead, int minCount, int maxCount) {

    User *q;

    printUserHeader();

    q = uHead->first;

    while (q != NULL) {

        if (q->friendsCount >= minCount && q->friendsCount <= maxCount) {

            printUser(q);

        }

        q = q->next;

    }

    printLongLine();
}

void deleteUserNode(UserHead* head, User* user) {

    User* q = NULL;

    int* tempPtr;

    int i, j, check;

    int temp[MAXLEN] = {0};

    q = head->first;

    while (q != NULL) {

        if (q->friendsCount > 0 && q->friendsId != NULL) {

```

```

        check = 0;

        j = 0;

        for (i = 0; i < q->friendsCount; i++) {

            if (q->friendsId[i] != user->id) {

                temp[j++] = q->friendsId[i];

            } else {

                check = 1;

            }

        }

        if (check) {

            q->friendsCount--;

            if (q->friendsCount != 0) {

                tempPtr = (int*)malloc(q->friendsCount * sizeof(int));

                if (tempPtr != NULL) {

                    free(q->friendsId);

                    q->friendsId = tempPtr;

                    for (i = 0; i < q->friendsCount; i++) {

                        q->friendsId[i] = temp[i];

                    }

                } else {

                    perror("Memory allocation failed");

                }

            } else {

                free(q->friendsId);

                q->friendsId = NULL;

            }

        }

    }

    q = q->next;

}

if (head->first == user) {

    head->first = user->next;

    if (user->next != NULL) {

        user->next->prev = user->prev;

    }

} else if (head->last == user) {

    head->last = user->prev;

    if (user->prev != NULL) {

        user->prev->next = user->next;

    }

} else {

    if (user->prev != NULL) {

        user->prev->next = user->next;

    }

    if (user->next != NULL) {

        user->next->prev = user->prev;

    }

}

```

```

    }
}

freeUserStruct(user);

head->count--;
}

void sortUsersByField(UserHead* head, int option) {
    User* sorted = NULL;
    User* current = head->first;
    User* next = NULL;
    User* temp = NULL;

    if (head->first != NULL && head->first->next != NULL) {
        while (current != NULL) {
            next = current->next;

            if (sorted == NULL || compareUsers(current, sorted, option) < 0) {
                current->next = sorted;
                if (sorted != NULL) sorted->prev = current;
                sorted = current;
                sorted->prev = NULL;
            } else {
                temp = sorted;
                while (temp->next != NULL && compareUsers(current, temp->next, option) > 0) {
                    temp = temp->next;
                }
                current->next = temp->next;
                if (temp->next != NULL) temp->next->prev = current;
                temp->next = current;
                current->prev = temp;
            }

            current = next;
        }

        head->first = sorted;
        temp = sorted;
        while (temp != NULL && temp->next != NULL) {
            temp = temp->next;
        }
        head->last = temp;
    }
}

int compareUsers(User* a, User* b, int option) {
    int result;

    switch (option) {
        case 1:

```

```

        result = a->id - b->id;

        break;

case 2:

    result = strcmp(a->fullName, b->fullName);

    break;

case 3:

    result = a->age - b->age;

    break;

case 4:

    result = (a->friendsRating > b->friendsRating) ? 1 : (a->friendsRating < b->friendsRating) ? -1 : 0;

    break;

case 5:

    result = (a->publicRating > b->publicRating) ? 1 : (a->publicRating < b->publicRating) ? -1 : 0;

    break;

case 6:

    result = a->friendsCount - b->friendsCount;

    break;

default:

    result = 0;

    break;

}

return result;

}

```

```

void writeUsersToFile(UserHead* head, const char* filename) {

    FILE* file = fopen(filename, "w");

    User* current = NULL;

    char* professionName;

    int i;

    if (file != NULL) {

        makeLog("FILE WRITE", "writeUsersToFile", filename);

        current = head->first;

        while (current != NULL) {

            professionName = "undefined";

            if (current->profession != NULL) {

                professionName = current->profession->name;

            }

            fprintf(file, "%s;%d;%s;%.1f;%.1f;%d", current->fullName, current->age, professionName,

                    current->friendsRating, current->publicRating, current->friendsCount);

            if (current->friendsCount > 0 && current->friendsId != NULL) {

                fprintf(file, ";");

                for (i = 0; i < current->friendsCount; i++) {

                    fprintf(file, "%d", current->friendsId[i]);

```

```

        if (i < current->friendsCount - 1) {
            fprintf(file, ",");
        }
    }

    fprintf(file, "\n");

    current = current->next;
}

fclose(file);
} else {
    printf("Failed to open file %s\n", filename);
    makeLog("ERROR", "writeUsersToFile", "Failed to open file");
}
}

```

```

void nullString(char str[MAXLEN]) {
    int i;
    for (i = 0; i < MAXLEN; i++) {
        str[i] = '\0';
    }
}

```

```

void trim(char str[MAXLEN]) {
    int i, flag = 0;
    str[MAXLEN - 1] = '\0';
    for (i = 0; str[i] != '\0' && !flag; i++) {
        if (str[i] == '\n' || str[i] == '\r') {
            str[i] = '\0';
            flag = 1;
        }
    }
}

```

```

char **split(char *str, int length, char sep) {
    int count = 0;
    int i = 0;
    int start = 0;
    int j = 0;
    int wordLen = 0;
    char **result = NULL;
    char *newStr = NULL;
    int allocError = 0;

    for (i = 0; i < length; i++) {

```

```

        if (str[i] == sep) count++;
    }
    count++;

    result = malloc(count * sizeof(char *));

    if (result == NULL) {
        perror("Memory allocation failed");
        makeLog("ERROR", "split", "Memory allocation failed (result)");
    } else {
        for (i = 0; i < length; i++) {
            if (str[i] == ';' || str[i] == '\\0') {
                wordLen = i - start;
                newStr = malloc((wordLen + 1) * sizeof(char));

                if (newStr == NULL) {
                    perror("Memory allocation failed");
                    allocError = 1;
                    i = length;
                } else {
                    strncpy(newStr, str + start, wordLen);
                    newStr[wordLen] = '\\0';
                    result[j++] = newStr;
                    start = i + 1;
                }
            }
        }

        if (allocError) {
            for (i = 0; i < j; i++) {
                free(result[i]);
            }
            free(result);
            result = NULL;
        }
    }

    return result;
}

void inputIntArray(UserHead* uHead, User* user, char *str, char sep, int isManual) {
    int enteredIdCount = 0, sepCount = 0, unicIdCount = 0, actualIdCount = 0, startIndex, foundIndex;

    int start = 0;

    int i, len, isInputValid, n;

    char tempStr[MAXLEN] = {0};

    int enteredIds[MAXLEN] = {0};

    int unicEnteredIds[MAXLEN] = {0};

    int actualIds[MAXLEN] = {0};

    int idList[MAXLEN] = {0};

```



```

if (strlen(str) != 0) {
    for (i = 0; str[i] != '\0'; i++) {
        if (str[i] == sep) sepCount++;
    }
    sepCount++;

    if (sepCount > MAXLEN) {
        printf("It seems that the number of entered IDs is too big -> updating friends count: %d\n", MAXLEN);
        sepCount = MAXLEN - 1;
    }

    if (user->friendsCount != sepCount) {
        printf("It seems that the number of entered IDs does not correspond to the specified number of friends\n");
        if (sepCount < uHead->count) {
            user->friendsCount = sepCount;
        } else {
            user->friendsCount = uHead->count;
        }
        printf("updating friends count: %d\n", user->friendsCount);
    }

    isValid = 1;
    for (i = 0; str[i] != '\0' && isValid && enteredIdCount < sepCount; i++) {
        if (str[i] == ',' || str[i + 1] == '\0') {
            len = (str[i] == ',') ? (i - start) : (i - start + 1);
            strncpy(tempStr, str + start, len);
            tempStr[len] = '\0';

            n = atoi(tempStr);
            if (n != 0) {
                enteredIds[enteredIdCount++] = n;
                start = i + 1;
            } else {
                printf("It seems that your input is not valid. Please check your input and try again\n");
                isValid = 0;
            }
        }
    }

    if (!isManual) {
        user->friendsId = malloc(enteredIdCount * sizeof(int));
        user->friendsCount = enteredIdCount;
        if (user->friendsId == NULL) {
            perror("Memory allocation failed");
        } else {
            for (i = 0; i < enteredIdCount; i++) {

```

```

        user->friendsId[i] = enteredIds[i];
    }
}

if (!isInputValid) {
    user->friendsCount = 0;
}

if (isInputValid && isManual) {
    getUsersIdList(uHead, idList);
    qsort(idList, uHead->count, sizeof(int), cmp);

    qsort(enteredIds, enteredIdCount, sizeof(int), cmp);
    unicIdCount = 1;
    unicEnteredIds[0] = enteredIds[0];
    for (i = 1; i < enteredIdCount; i++) {
        if (enteredIds[i] != enteredIds[i - 1]) {
            unicEnteredIds[unicIdCount++] = enteredIds[i];
        } else {
            printf("Duplicated ID: %d\n", enteredIds[i]);
        }
    }

    if (unicIdCount != user->friendsCount) {
        printf("It seems that some IDs are entered more than once -> updating friends count: %d\n", unicIdCount);
        user->friendsCount = unicIdCount;
    }

    startIndex = 0;
    actualIdCount = 0;
    for (i = 0; i < unicIdCount; i++) {
        foundIndex = binarySearch(idList, startIndex, uHead->count - 1, unicEnteredIds[i]);
        if (foundIndex != -1) {
            startIndex = foundIndex;
            actualIds[actualIdCount++] = unicEnteredIds[i];
        } else {
            printf("ID not found: %d\n", unicEnteredIds[i]);
        }
    }

    if (actualIdCount != unicIdCount) {
        printf("It seems that list of users does not contain some of entered IDs -> updating friends count: %d\n", actualIdCount);
        user->friendsCount = actualIdCount;
    }

    if (user->friendsId != NULL) {
        free(user->friendsId);
    }
}

```

```

    }

    user->friendsId = malloc(actualIdCount * sizeof(int));

    if (user->friendsId == NULL) {
        perror("Memory allocation failed");
        makeLog("ERROR", "inputIntArray", "Memory allocation failed (user->friendsId)");
    } else {
        for (i = 0; i < actualIdCount; i++) {
            user->friendsId[i] = actualIds[i];
        }

        printf("Success: friends ids specified\n\n");
    }
}

} else {
    user->friendsCount = 0;
    printf("Seems that your user does not have any friends\n");
}
}

void getUsersIdList(UserHead* uHead, int* dest) {
    User* tempUser = uHead->first;

    int i = 0;

    while (tempUser != NULL) {
        dest[i++] = tempUser->id;
        tempUser = tempUser->next;
    }
}

int cmp(const void *a, const void *b) {
    return (*(int*)a - *(int*)b);
}

int binarySearch(const int arr[], int start, int end, int target) {
    int result, isFound, mid;

    result = -1;
    isFound = 0;
    while (start <= end && !isFound) {
        mid = start + (end - start) / 2;

        if (arr[mid] == target) {
            isFound = 1;
            result = mid;
        } else if (arr[mid] < target) {
            start = mid + 1;
        } else {
            end = mid - 1;
        }
    }
}

```

```

    }

    return result;
}

int startsWithIgnoreCase(const char *str, const char *prefix) {

    int isPrefix = 1;

    while (*str && *prefix && isPrefix) {

        if (tolower(*str) != tolower(*prefix)) {

            isPrefix = 0;

        }

        str++;

        prefix++;

    }

    if (*prefix != '\0') {

        isPrefix = 0;

    }

    return isPrefix;
}

void clearStdin() {

    int c;

    while ((c = getchar()) != '\n' && c != EOF) { }

}

void makeLog(const char* title, const char* funcName, const char* log) {

    FILE* file = fopen("program.log", "a");

    struct tm* timeinfo;

    char timeStr[80];

    time_t rawtime;

    if (file == NULL) {

        perror("Error opening log file");

    } else {

        time(&rawtime);

        timeinfo = localtime(&rawtime);

        strftime(timeStr, sizeof(timeStr), "%Y-%m-%dT%H:%M:%S", timeinfo);

        fprintf(file, "%-19s | FROM %-30s: %-15s %s\n", timeStr, funcName, title, log);

        fclose(file);

    }

}

void appGUI(ProfessionHead* professionHead, UserHead* userHead) {

```

```

int option, doYouWantToSave;

readProfessions("professions.csv", professionHead);
readUsers("users.csv", userHead, professionHead);

do {
    clearConsole();
    printMenu();
    scanf("%d", &option);
    clearStdin();
    if (option != 0) {
        appOption(professionHead, userHead, option);
    } else {
        doYouWantToSave = -1;
        printf("\nDo you want to save changes? (1 - yes, 0 - no): ");
        scanf("%d", &doYouWantToSave);
        clearStdin();
        if (doYouWantToSave == 1) {
            writeUsersToFile(userHead, "users.csv");
            writeProfessionsToFile(professionHead, "professions.csv");
            printf("\nSuccess: changes saved!\n");
            printf("\nBye!\n");
        } else if (doYouWantToSave != 0) {
            option = -1;
            printf("\nFailed: option must be 0 or 1\n");
        } else if (doYouWantToSave == 0) {
            printf("\nBye!\n");
        }
        pressEnterToContinue();
        clearConsole();
    }
} while (option != 0);

freeProfessionList(professionHead);
freeUserList(userHead);
}

void appOption(ProfessionHead* professionHead, UserHead* userHead, int option) {
    clearConsole();
    switch (option) {
        case 1:
            printOptionHeader("Print all users");
            printAllUsers(userHead);
            break;
        case 2:
            printOptionHeader("Print all professions");
            printAllProfessions(professionHead);

```

```

        break;

    case 3:

        printOptionHeader("Add new profession");

        addProfessionGUI(professionHead);

        break;

    case 4:

        printOptionHeader("Add new user");

        addUserGUI(professionHead, userHead);

        break;

    case 5:

        printOptionHeader("Update user data");

        updateUserDataGUI(professionHead, userHead);

        break;

    case 6:

        printOptionHeader("Filter users");

        filterUsersByFieldGUI(userHead);

        break;

    case 7:

        printOptionHeader("Sort users");

        sortUsersByFieldGUI(userHead);

        break;

    case 8:

        printOptionHeader("Delete profession");

        deleteProfessionGUI(professionHead, userHead);

        break;

    case 9:

        printOptionHeader("Delete user");

        deleteUserGUI(userHead);

        break;

    case 10:

        printOptionHeader("Clear user list");

        clearUserListGUI(userHead);

        break;

    case 11:

        printOptionHeader("Clear profession list");

        clearProfessionListGUI(professionHead, userHead);

        break;

    default:

        clearConsole();

        printf("\nFailed: invalid option\n");

        break;

}

pressEnterToContinue();

}

void deleteProfessionGUI(ProfessionHead* pHead, UserHead* uHead) {

    int id;

```

```

Profession* profession = NULL;

if (pHead->first != NULL) {
    printAllProfessions(pHead);
    printf("\nEnter profession id to delete profession before it (or 0 to return to menu): ");
    scanf("%d", &id);
    clearStdin();
    if (id > 0) {
        profession = findProfessionById(pHead, id);
        if (profession == NULL) {
            printf("\nFailed: there is no profession with id %d\n", id);
        } else {
            printf("\nProfession with id %d:\n", id);
            printProfessionHeader();
            printProfession(profession);
            printShortLine();
            deleteProfessionNode(pHead, uHead, profession);
            printf("\nSuccess: profession with id %d has been removed!\n", id);
        }
    } else if (id != 0) {
        printf("\nFailed: ID must be always positive\n");
    }
} else {
    printf("The list of professions is empty\n");
    printf("You can add new profession in menu with option 4\n");
}
}

void addUserGUI(ProfessionHead* pHead, UserHead* uHead) {
    User* user = NULL;

    user = makeUserNode();
    if (user != NULL) {
        printf("Enter information for new user:\n");

        specifyUserNameGUI(user);
        specifyUserAgeGUI(user);
        specifyUserFriendsRatingGUI(user);
        specifyUserPublicRatingGUI(user);
        specifyUserFriendsGUI(uHead, user);
        specifyUserProfessionGUI(pHead, user);

        pushBackUserNode(uHead, user);
        printf("\nSuccess: user has been added!\n");
        printUserHeader();
        printUser(user);
        printLongLine();
    }
}

```

```

    } else {
        makeLog("ERROR", "addUserGUI", "Memory allocation failed (user)");
    }
}

void deleteUserGUI(UserHead* head) {
    int id;
    User* user = NULL;

    if (head->first != NULL) {
        printAllUsers(head);
        printf("\nEnter user id to delete user (or 0 to return to menu): ");
        scanf("%d", &id);
        clearStdin();
        if (id > 0) {
            user = findUserById(head, id);
            if (user == NULL) {
                printf("\nFailed: there is no user with id %d\n", id);
            } else {
                printf("\nUser with id %d:\n", id);
                printUserHeader();
                printUser(user);
                printLongLine();
                deleteUserNode(head, user);
                printf("\nSuccess: user with id %d has been removed!\n", id);
            }
        } else if (id != 0) {
            printf("\nFailed: ID must be always positive\n");
        }
    } else {
        printf("The list of users is empty\n");
        printf("You can add new user in menu with option 0\n");
    }
}

void clearProfessionListGUI(ProfessionHead* pHead, UserHead* uHead) {
    Profession *q, *q1;
    User* user;

    q = pHead->first;
    if (q == NULL) {
        printf("There are no profession in the list\n");
    } else {
        while (q != NULL) {
            q1 = q->next;
            free(q);
            q = q1;
        }
    }
}

```



```

    }

    user = uHead->first;

    while (user != NULL) {

        user->profession = NULL;

        user = user->next;

    }

    pHead->first = NULL;

    pHead->last = NULL;

    pHead->count = 0;

    printf("Success: list cleared!\n");

}

}

void clearUserListGUI(UserHead* head) {

    User* q, *q1;

    if (head->first != NULL) {

        q = head->first;

        while (q != NULL) {

            q1 = q->next;

            freeUserStruct(q);

            q = q1;

        }

        head->last = NULL;

        head->first = NULL;

        head->count = 0;

        printf("Success: list cleared!\n");

    } else {

        printf("The list of users is empty\n");

        printf("You can add new user in menu with option 0\n");

    }

}

void addProfessionGUI(ProfessionHead* head) {

    char temp[MAXLEN];

    Profession* profession = NULL;

    printf("Enter profession name: ");

    if (fgets(temp, MAXLEN, stdin) != NULL) {

        trim(temp);

        profession = makeProfessionNode(temp);

        if (profession != NULL) {

            pushBackProfessionNode(head, profession);

            printf("\nSuccess: profession added\n");

            printProfessionHeader();

            printProfession(profession);

            printShortLine();

        }

    }

}

```

```

    } else {
        printf("\nFailed: memory error\n");
    }
} else {
    makeLog("ERROR", "addProfessionGUI", "Memory allocation failed (fgets)");
    printf("\nFailed: memory error\n");
}
}
}

```

```

void updateUserDataGUI(ProfessionHead* pHead, UserHead* uHead) {

```

```

    User* user;
    int userId, option;

```

```

    printAllUsers(uHead);
    printf("Enter user id: ");
    scanf("%d", &userId);
    clearStdin();
    user = findUserById(uHead, userId);
    if (user != NULL) {
        clearConsole();
        printOptionHeader("Update user data");
        printUserHeader();
        printUser(user);
        printLongLine();

```

```

        printf("Which field do you want to edit?\n");
        printf("1. full name\n");
        printf("2. age\n");
        printf("3. profession\n");
        printf("4. friends rating\n");
        printf("5. public rating\n");
        printf("6. friends\n");
        printf("7. all fields\n");
        printf("Enter option: ");
        scanf("%d", &option);
        clearStdin();
        switch (option) {

```

```

            case 1:
                printOptionHeader("Specify user name");
                specifyUserNameGUI(user);
                break;

            case 2:
                printOptionHeader("Specify user age");
                specifyUserAgeGUI(user);
                break;

            case 3:
                printOptionHeader("Specify user profession");

```

```

        specifyUserProfessionGUI(pHead, user);

        break;

    case 4:

        printOptionHeader("Specify user friends rating");

        specifyUserFriendsRatingGUI(user);

        break;

    case 5:

        printOptionHeader("Specify user public rating");

        specifyUserPublicRatingGUI(user);

        break;

    case 6:

        printOptionHeader("Specify user friends");

        specifyUserFriendsGUI(uHead, user);

        break;

    case 7:

        printOptionHeader("Specify all fields");

        specifyUserNameGUI(user);

        specifyUserAgeGUI(user);

        specifyUserProfessionGUI(pHead, user);

        specifyUserFriendsRatingGUI(user);

        specifyUserPublicRatingGUI(user);

        specifyUserFriendsGUI(uHead, user);

        break;

    default:

        printf("\nFailed: wrong option\n");

        break;

}

printf("\nUpdated user:\n");

printUserHeader();

printUser(user);

printLongLine();

} else {

    printf("\nFailed: user not found\n");

}

}

```

```

void specifyUserNameGUI(User* user) {

    char temp[MAXLEN];

    printf("Enter user name: ");

    if (fgets(temp, MAXLEN, stdin) != NULL) {

        trim(temp);

        if (user->fullName != NULL) {

            free(user->fullName);

            user->fullName = NULL;

        }

        user->fullName = (char*)malloc(strlen(temp) + 1);
    }
}

```

```

        if (user->fullName != NULL) {
            strcpy(user->fullName, temp);
            printf("Success: name specified\n\n");
        } else {
            printf("Failed: memory error\n\n");
            makeLog("ERROR", "specifyUserNameGUI", "Memory allocation failed (user->fullName)");
        }
    } else {
        makeLog("ERROR", "specifyUserNameGUI", "Memory allocation failed (fgets)");
        printf("Failed: memory error\n\n");
    }
}

```

```

void specifyUserAgeGUI(User* user) {
    int age;
    int success;

    printf("Enter user age: ");
    success = scanf("%d", &age);
    clearStdin();
    if (age < 0 || age > 200 || success != 1) {
        printf("Failed: invalid or impossible age\n\n");
    } else {
        user->age = age;
        printf("Success: age specified\n\n");
    }
}

```

```

void specifyUserFriendsRatingGUI(User* user) {
    float rating;
    int success;

    printf("Enter user friends rating: ");
    success = scanf("%f", &rating);
    clearStdin();
    if (rating < 0 || rating > 5 || success != 1) {
        printf("Failed: invalid or impossible rating\n\n");
    } else {
        user->friendsRating = rating;
        printf("Success: friends rating specified\n\n");
    }
}

```

```

void specifyUserPublicRatingGUI(User* user) {
    float rating;
    int success;

```

```

printf("Enter user public rating: ");

success = scanf("%f", &rating);

clearStdin();

if (rating < 0 || rating > 5 || success != 1) {

    printf("Failed: invalid or impossible rating\n\n");

} else {

    user->publicRating = rating;

    printf("Success: public rating specified\n\n");

}

}

void specifyUserFriendsGUI(UserHead* uHead, User* user) {

    int friendsCount;

    int success;

    char temp[MAXLEN];

    printf("Enter user friends count (less than %d): ", uHead->count);

    success = scanf("%d", &friendsCount);

    clearStdin();

    if (friendsCount < 0 || friendsCount > uHead->count || success != 1) {

        printf("Failed: invalid or impossible friends count\n\n");

    } else if (friendsCount == 0) {

        user->friendsCount = 0;

        if (user->friendsId != NULL) {

            free(user->friendsId);

            user->friendsId = NULL;

        }

        printf("Success: friends count specified\n\n");

    } else {

        printAllUsers(uHead);

        user->friendsCount = friendsCount;

        printf("Success: friends count specified\n");

        printf("Enter user friends ids\n");

        printf("Example: 1,2,3,4,5\n");

        printf("Enter friends ids: ");

        if (fgets(temp, MAXLEN, stdin) != NULL) {

            trim(temp);

            inputIntArray(uHead, user, temp, ',', 1);

        } else {

            makeLog("ERROR", "specifyUserFriendsGUI", "Memory allocation failed (fgets)");

            printf("Failed: memory error\n\n");

        }

    }

}

}

void specifyUserProfessionGUI(ProfessionHead* pHead, User* user) {

    Profession* profession;

```

```

int success;

int professionId;

if (pHead->first == NULL) {
    printf("The list of professions is empty\n");
    printf("You can add new profession in menu with option 4\n");
} else {
    printAllProfessions(pHead);
    printf("Enter profession id: ");
    success = scanf("%d", &professionId);
    clearStdin();
    if (success != 1) {
        professionId = 0;
    }
    profession = findProfessionById(pHead, professionId);
    if (profession != NULL) {
        user->profession = profession;
        printf("Success: profession specified\n\n");
    } else {
        printf("Failed: profession not found\n\n");
    }
}
}

```

```

void filterUsersByFieldGUI(UserHead* uHead) {
    int option;
    char temp[MAXLEN];
    int tempInt;
    float tempFloat1, tempFloat2;

    printf("1. Name\n");
    printf("2. Profession\n");
    printf("3. Age\n");
    printf("4. Friends Rating\n");
    printf("5. Public Rating\n");
    printf("6. Friends Count\n");
    printf("Enter option: ");
    scanf("%d", &option);
    clearStdin();
    switch (option) {
        case 1:
            printf("Enter name: ");
            if (fgets(temp, MAXLEN, stdin) != NULL) {
                trim(temp);
                filterUsersByName(uHead, temp);
            }
            break;

```

```

        case 2:

            printf("Enter profession name: ");

            if (fgets(temp, MAXLEN, stdin) != NULL) {

                trim(temp);

                filterUsersByProfessionName(uHead, temp);

            }

            break;

        case 3:

            printf("Enter age: ");

            scanf("%d", &tempInt);

            clearStdin();

            filterUsersByAge(uHead, tempInt, tempInt);

            break;

        case 4:

            printf("Enter min friends rating: ");

            scanf("%f", &tempFloat1);

            clearStdin();

            printf("Enter max friends rating: ");

            scanf("%f", &tempFloat2);

            clearStdin();

            filterUsersByFriendsRating(uHead, tempFloat1, tempFloat2);

            break;

        case 5:

            printf("Enter min public rating: ");

            scanf("%f", &tempFloat1);

            clearStdin();

            printf("Enter max public rating: ");

            scanf("%f", &tempFloat2);

            clearStdin();

            filterUsersByPublicRating(uHead, tempFloat1, tempFloat2);

            break;

        case 6:

            printf("Enter min friends count: ");

            scanf("%d", &tempInt);

            clearStdin();

            printf("Enter max friends count: ");

            scanf("%d", &tempInt);

            clearStdin();

            filterUsersByFriendsCount(uHead, tempInt, tempInt);

            break;

        default:

            printf("Wrong option\n");

            break;

    }

}

void sortUsersByFieldGUI(UserHead* uHead) {

```

```

int option;

if (uHead->first != NULL) {
    printf("1. Sort by id\n");
    printf("2. Sort by name\n");
    printf("3. Sort by age\n");
    printf("4. Sort by friends rating\n");
    printf("5. Sort by public rating\n");
    printf("6. Sort by friends count\n");
    printf("Enter option: ");
    scanf("%d", &option);
    clearStdin();
    if (option > 0 && option <= 6) {
        sortUsersByField(uHead, option);
        printf("Success: users sorted\n");
    } else {
        printf("Wrong option\n");
    }
} else {
    printf("The list of users is empty\n");
    printf("You can add new user in menu with option 5\n");
}
}

```


Примеры выполнения программы:

```
=====
|               Choose an option               |
|-----|
| 0. Exit                                     |
| 1. Print all users                         |
| 2. Print all professions                   |
| 3. Add new profession                     |
| 4. Add new user                           |
| 5. Update user data                       |
| 6. Filter users                           |
| 7. Sort users                             |
| 8. Delete profession                       |
| 9. Delete user                           |
| 10. Clear user list                       |
| 11. Clear profession list                 |
|-----|
=====
Option:
```

```
=====
| Option: Print all users                     |
|-----|
=====
| ID | Full Name | Age | Profession | Friends Rating | Public Rating | Friends count | Friends IDs |
|-----|-----|-----|-----|-----|-----|-----|-----|
| 1 | John Doe | 10 | undefined | 4.5 | 3.9 | 1 | 2 |
| 2 | Jane Doe | 20 | undefined | 4.0 | 4.0 | 1 | 1 |
| 3 | Alice Johnson | 28 | pilot | 4.2 | 3.7 | 4 | 1, 2, 6, 8 |
| 4 | Sarah Taylor | 31 | teacher | 4.0 | 4.1 | 5 | 8, 5, 6, 3, 1 |
| 5 | Robert White | 29 | dentist | 4.3 | 3.8 | 3 | 1, 2, 3 |
| 6 | Michael Brown | 33 | engineer | 3.9 | 4.0 | 5 | 3, 6, 9, 10, 2 |
| 7 | Linda Martinez | 32 | pilot | 3.9 | 3.7 | 4 | 4, 6, 5, 1 |
| 8 | Jane Smith | 25 | driver | 3.8 | 4.1 | 2 | 1, 3 |
| 9 | Jack London | 31 | writer | 5.0 | 5.0 | 6 | 8, 5, 6, 3, 1, 9 |
| 10 | Emily Davis | 27 | driver | 4.1 | 3.8 | 3 | 1, 2, 3 |
| 11 | David Wilson | 35 | actor | 4.0 | 4.2 | 2 | 5, 2 |
| 12 | Yakui The Maid | 35 | musician | 5.0 | 4.0 | 1 | 9 |
| 13 | God is an Astronaut | 20 | musician | 5.0 | 5.0 | 2 | 1, 12 |
|-----|-----|-----|-----|-----|-----|-----|-----|
Press ENTER to continue
```

```
=====
| Option: Print all professions               |
|-----|
=====
| ID | Name |
|-----|
| 1 | pilot |
| 2 | engineer |
| 3 | teacher |
| 4 | driver |
| 5 | dentist |
| 6 | actor |
| 7 | writer |
| 8 | musician |
| 9 | test long name of new profes... |
|-----|
=====
Press ENTER to continue
```

```

=====
| Option: Add new user |
=====

Enter information for new user:
Enter user name: new user
Success: name specified

Enter user age: -10
Failed: invalid or impossible age

Enter user friends rating: 2
Success: friends rating specified

Enter user public rating: 10
Failed: invalid or impossible rating

Enter user friends count (less than 13): 12
=====
| ID | Full Name | Age | Profession | Friends Rating | Public Rating | Friends count | Friends IDs |
|----|-----|----|-----|-----|-----|-----|-----|
| 1 | John Doe | 10 | undefined | 4.5 | 3.9 | 1 | 2 |
| 2 | Jane Doe | 20 | undefined | 4.0 | 4.0 | 1 | 1 |
| 3 | Alice Johnson | 28 | pilot | 4.2 | 3.7 | 4 | 1, 2, 6, 8 |
| 4 | Sarah Taylor | 31 | teacher | 4.0 | 4.1 | 5 | 8, 5, 6, 3, 1 |
| 5 | Robert White | 29 | dentist | 4.3 | 3.8 | 3 | 1, 2, 3 |
| 6 | Michael Brown | 33 | engineer | 3.9 | 4.0 | 5 | 3, 6, 9, 10, 2 |
| 7 | Linda Martinez | 32 | pilot | 3.9 | 3.7 | 4 | 4, 6, 5, 1 |
| 8 | Jane Smith | 25 | driver | 3.8 | 4.1 | 2 | 1, 3 |
| 9 | Jack London | 31 | writer | 5.0 | 5.0 | 6 | 8, 5, 6, 3, 1, 9 |
| 10 | Emily Davis | 27 | driver | 4.1 | 3.8 | 3 | 1, 2, 3 |
| 11 | David Wilson | 35 | actor | 4.0 | 4.2 | 2 | 5, 2 |
| 12 | Yakui The Maid | 35 | musician | 5.0 | 4.0 | 1 | 9 |
| 13 | God is an Astronaut | 20 | musician | 5.0 | 5.0 | 2 | 1, 12 |
=====

Success: friends count specified
Enter user friends ids
Example: 1,2,3,4,5
Enter friends ids: 1,1,2,3,1,-10,1234,1,5
It seems that the number of entered IDs does not correspond to the specified number of friends
updating friends count: 9
Duplicated ID: 1
Duplicated ID: 1
Duplicated ID: 1
It seems that some IDs are entered more than once -> updating friends count: 6
ID not found: -10
ID not found: 1234
It seems that list of users does not contain some of entered IDs -> updating friends count: 4
Success: friends ids specified
=====
| ID | Name |
|----|-----|
| 1 | pilot |
| 2 | engineer |
| 3 | teacher |
| 4 | driver |
| 5 | dentist |
| 6 | actor |
| 7 | writer |
| 8 | musician |
| 9 | test long name of new profes... |
=====

Enter profession id: -2
Failed: profession not found

Success: user has been added!
=====
| ID | Full Name | Age | Profession | Friends Rating | Public Rating | Friends count | Friends IDs |
|----|-----|----|-----|-----|-----|-----|-----|
| 14 | new user | 0 | undefined | 2.0 | 0.0 | 4 | 1, 2, 3, 5 |
=====

Press ENTER to continue

```

```

=====
| Option: Update user data          |
=====

=====
| ID | Full Name | Age | Profession | Friends Rating | Public Rating | Friends count | Friends IDs |
|----|-----|----|-----|-----|-----|-----|-----|
| 3 | Alice Johnson | 28 | pilot | 4.2 | 3.7 | 4 | 1, 2, 6, 8 |
=====

Which field do you want to edit?
1. full name
2. age
3. profession
4. friends rating
5. public rating
6. friends
7. all fields
Enter option: 2

=====
| Option: Specify user age          |
=====

Enter user age: 30
Success: age specified

Updated user:

=====
| ID | Full Name | Age | Profession | Friends Rating | Public Rating | Friends count | Friends IDs |
|----|-----|----|-----|-----|-----|-----|-----|
| 3 | Alice Johnson | 30 | pilot | 4.2 | 3.7 | 4 | 1, 2, 6, 8 |
=====

Press ENTER to continue

=====
| Option: Filter users              |
=====

1. Name
2. Profession
3. Age
4. Friends Rating
5. Public Rating
6. Friends Count
Enter option: 1
Enter name: ja

=====
| ID | Full Name | Age | Profession | Friends Rating | Public Rating | Friends count | Friends IDs |
|----|-----|----|-----|-----|-----|-----|-----|
| 2 | Jane Doe | 20 | undefined | 4.0 | 4.0 | 1 | 1 |
| 8 | Jane Smith | 25 | driver | 3.8 | 4.1 | 2 | 1, 3 |
| 9 | Jack London | 31 | writer | 5.0 | 5.0 | 6 | 8, 5, 6, 3, 1, 9 |
=====

Press ENTER to continue

```

```

=====
| Option: Sort users                |
=====

1. Sort by id
2. Sort by name
3. Sort by age
4. Sort by friends rating
5. Sort by public rating
6. Sort by friends count
Enter option: 6
Success: users sorted

Press ENTER to continue

```

Option: Print all users							
ID	Full Name	Age	Profession	Friends Rating	Public Rating	Friends count	Friends IDs
1	John Doe	10	undefined	4.5	3.9	1	2
12	Yakui The Maid	35	musician	5.0	4.0	1	9
2	Jane Doe	20	undefined	4.0	4.0	1	1
13	God is an Astronaut	20	musician	5.0	5.0	2	1, 12
11	David Wilson	35	actor	4.0	4.2	2	5, 2
8	Jane Smith	25	driver	3.8	4.1	2	1, 3
10	Emily Davis	27	driver	4.1	3.8	3	1, 2, 3
5	Robert White	29	dentist	4.3	3.8	3	1, 2, 3
14	new user	0	undefined	2.0	0.0	4	1, 2, 3, 5
7	Linda Martinez	32	pilot	3.9	3.7	4	4, 6, 5, 1
3	Alice Johnson	30	pilot	4.2	3.7	4	1, 2, 6, 8
6	Michael Brown	33	engineer	3.9	4.0	5	3, 6, 9, 10, 2
4	Sarah Taylor	31	teacher	4.0	4.1	5	8, 5, 6, 3, 1
9	Jack London	31	writer	5.0	5.0	6	8, 5, 6, 3, 1, 9

Press ENTER to continue

| Option: Delete profession |

ID	Name
1	pilot
2	engineer
3	teacher
4	driver
5	dentist
6	actor
7	writer
8	musician
9	test long name of new profes...

Enter profession id to delete profession before it (or 0 to return to menu): 3

Profession with id 3:

ID	Name
3	teacher

Success: profession with id 3 has been removed!

Press ENTER to continue _

```
=====
| Option: Print all professions |
=====

=====
| ID | Name |
|----|-----|
| 1 | pilot |
| 2 | engineer |
| 4 | driver |
| 5 | dentist |
| 6 | actor |
| 7 | writer |
| 8 | musician |
| 9 | test long name of new profes... |
=====

Press ENTER to continue
```

```
=====
| Option: Print all users |
=====

=====
| ID | Full Name | Age | Profession | Friends Rating | Public Rating | Friends count | Friends IDs |
|----|-----|----|-----|-----|-----|-----|-----|
| 1 | John Doe | 10 | undefined | 4.5 | 3.9 | 1 | 2 |
| 12 | Yakui The Maid | 35 | musician | 5.0 | 4.0 | 1 | 9 |
| 2 | Jane Doe | 20 | undefined | 4.0 | 4.0 | 1 | 1 |
| 13 | God is an Astronaut | 20 | musician | 5.0 | 5.0 | 2 | 1, 12 |
| 11 | David Wilson | 35 | actor | 4.0 | 4.2 | 2 | 5, 2 |
| 8 | Jane Smith | 25 | driver | 3.8 | 4.1 | 2 | 1, 3 |
| 10 | Emily Davis | 27 | driver | 4.1 | 3.8 | 3 | 1, 2, 3 |
| 5 | Robert White | 29 | dentist | 4.3 | 3.8 | 3 | 1, 2, 3 |
| 14 | new user | 0 | undefined | 2.0 | 0.0 | 4 | 1, 2, 3, 5 |
| 7 | Linda Martinez | 32 | pilot | 3.9 | 3.7 | 4 | 4, 6, 5, 1 |
| 3 | Alice Johnson | 30 | pilot | 4.2 | 3.7 | 4 | 1, 2, 6, 8 |
| 6 | Michael Brown | 33 | engineer | 3.9 | 4.0 | 5 | 3, 6, 9, 10, 2 |
| 4 | Sarah Taylor | 31 | undefined | 4.0 | 4.1 | 5 | 8, 5, 6, 3, 1 |
| 9 | Jack London | 31 | writer | 5.0 | 5.0 | 6 | 8, 5, 6, 3, 1, 9 |
=====

Press ENTER to continue

=====
| Option: Delete user |
=====

=====
| ID | Full Name | Age | Profession | Friends Rating | Public Rating | Friends count | Friends IDs |
|----|-----|----|-----|-----|-----|-----|-----|
| 1 | John Doe | 10 | undefined | 4.5 | 3.9 | 1 | 2 |
| 12 | Yakui The Maid | 35 | musician | 5.0 | 4.0 | 1 | 9 |
| 2 | Jane Doe | 20 | undefined | 4.0 | 4.0 | 1 | 1 |
| 13 | God is an Astronaut | 20 | musician | 5.0 | 5.0 | 2 | 1, 12 |
| 11 | David Wilson | 35 | actor | 4.0 | 4.2 | 2 | 5, 2 |
| 8 | Jane Smith | 25 | driver | 3.8 | 4.1 | 2 | 1, 3 |
| 10 | Emily Davis | 27 | driver | 4.1 | 3.8 | 3 | 1, 2, 3 |
| 5 | Robert White | 29 | dentist | 4.3 | 3.8 | 3 | 1, 2, 3 |
| 14 | new user | 0 | undefined | 2.0 | 0.0 | 4 | 1, 2, 3, 5 |
| 7 | Linda Martinez | 32 | pilot | 3.9 | 3.7 | 4 | 4, 6, 5, 1 |
| 3 | Alice Johnson | 30 | pilot | 4.2 | 3.7 | 4 | 1, 2, 6, 8 |
| 6 | Michael Brown | 33 | engineer | 3.9 | 4.0 | 5 | 3, 6, 9, 10, 2 |
| 4 | Sarah Taylor | 31 | undefined | 4.0 | 4.1 | 5 | 8, 5, 6, 3, 1 |
| 9 | Jack London | 31 | writer | 5.0 | 5.0 | 6 | 8, 5, 6, 3, 1, 9 |
=====

Enter user id to delete user (or 0 to return to menu): 145

Failed: there is no user with id 145

Press ENTER to continue
```

```
=====
| Option: Print all professions |
=====

=====
| Option: Clear profession list |
=====

Success: list cleared!

Press ENTER to continue _

=====
| Option: Print all users |
=====

=====
| ID | Full Name | Age | Profession | Friends Rating | Public Rating | Friends count | Friends IDs |
=====
| 1 | John Doe | 10 | undefined | 4.5 | 3.9 | 1 | 2 |
| 12 | Yakui The Maid | 35 | undefined | 5.0 | 4.0 | 1 | 9 |
| 2 | Jane Doe | 20 | undefined | 4.0 | 4.0 | 1 | 1 |
| 13 | God is an Astronaut | 20 | undefined | 5.0 | 5.0 | 2 | 1, 12 |
| 11 | David Wilson | 35 | undefined | 4.0 | 4.2 | 2 | 5, 2 |
| 8 | Jane Smith | 25 | undefined | 3.8 | 4.1 | 2 | 1, 3 |
| 10 | Emily Davis | 27 | undefined | 4.1 | 3.8 | 3 | 1, 2, 3 |
| 5 | Robert White | 29 | undefined | 4.3 | 3.8 | 3 | 1, 2, 3 |
| 14 | new user | 0 | undefined | 2.0 | 0.0 | 4 | 1, 2, 3, 5 |
| 7 | Linda Martinez | 32 | undefined | 3.9 | 3.7 | 4 | 4, 6, 5, 1 |
| 3 | Alice Johnson | 30 | undefined | 4.2 | 3.7 | 4 | 1, 2, 6, 8 |
| 6 | Michael Brown | 33 | undefined | 3.9 | 4.0 | 5 | 3, 6, 9, 10, 2 |
| 4 | Sarah Taylor | 31 | undefined | 4.0 | 4.1 | 5 | 8, 5, 6, 3, 1 |
| 9 | Jack London | 31 | undefined | 5.0 | 5.0 | 6 | 8, 5, 6, 3, 1, 9 |
=====

Press ENTER to continue _

=====
| Choose an option |
|-----|
| 0. Exit |
| 1. Print all users |
| 2. Print all professions |
| 3. Add new profession |
| 4. Add new user |
| 5. Update user data |
| 6. Filter users |
| 7. Sort users |
| 8. Delete profession |
| 9. Delete user |
| 10. Clear user list |
| 11. Clear profession list |
|-----|
=====

Option: 0

Do you want to save changes? (1 - yes, 0 - no): 0

Bye!

Press ENTER to continue _
```

Заключение:

Заголовочные файлы:

Заголовочный файл <stdio.h>

- printf
- fgets
- scanf
- sprintf
- perror
- fprintf
- fopen
- fclose
- rewind
- system

Заголовочный файл <stdlib.h>

- malloc
- free
- atoi
- atof
- qsort
- rand
- srand

Заголовочный файл <string.h>

- strcpy
- strncpy
- strcat
- strcmp
- strlen
- strtok

Заголовочный файл <time.h>

- time
- localtime
- strftime
- time_t
- tm

Заголовочный файл <ctype.h>

- tolower

Выводы:

В результате выполнения работы была изучена работа со структурами в языке С и получены практические навыки в создании электронных картотек.