```c
#ifndef caleb_server_h
#define caleb_server_h

#include "andrew_trainTicketMaster.h"
//#include "trainSeating.h"

#define STRING_BUFFER_MAX 300//for tcp
#define SEATS 40
#define ANSI_COLOR_GREEN   "\x1b[32m"
#define ANSI_COLOR_RED   "\x1b[31m"
#define ANSI_COLOR_RESET   "\x1b[0m"

#define SEM_READER_NAME "/sem_readers"
#define SEM_WRITER_NAME "/sem_writers"
#define SEM_PERMS (S_IRUSR | S_IWUSR | S_IRGRP | S_IWGRP)
#define INITIAL_VALUE_WRITER 1
#define INITIAL_VALUE_READER 15

#include <stdbool.h>
#include <string.h>
#include <stdio.h>
#include <stdlib.h>

#include <unistd.h>
#include <sys/stat.h>
#include <fcntl.h>

#include <sys/mman.h>
#include <semaphore.h> // Needed for semaphores
#include <sys/stat.h>
#include <sys/types.h>
#include <sys/wait.h>

#include <sys/types.h> //need these for sockets
#include <sys/socket.h>
#include <arpa/inet.h>
#include <netinet/in.h>


int mainMenu(int socket);
```

```
//will ask for and receive via TCP customerInfo, and save to customerInfo struct and return
struct
customerInfo reservationMenu(int socket);

//menu that asks customer via tcp if they want to confirm reservation, returns true if yes, else
false
bool confirmReservationMenu(int socket);

//will ask for ticket customer via tcp for ticket number, returns ticket number
int ticketInquiryMenu(int socket);

//customerInfo modifyReservation(int socket);

//asks what fields customer want to modifiy, returns int response
int modifyReservationMenu(int socket);

//cancel confirmation sent over tcp if customer sends back yes then returns true, else false
bool confirmCancellationMenu(int socket);

//self test method for making sure everything is put together correctly
void printCustomerFromStruct(customerInfo info);
//convienience method for cleanlyness
void sendMessageToClient(char *message, int socket);
//convienience methoud for requesting ints from the user
int requestInt(char *message, int socket);

/*
int readFromUser();
// Starts the client reading process

int reservation();
// UI for making a reservation

int inquiry(int ticketNumber);
// UI for diplaying a ticket

int modifyTicket(int ticketNumber);
// UI for modifying a ticket

int cancelTicket(int ticketNumber);
// UI for canceling a ticket reservation
*/

void printTrain();
```

```
// Prints an ASCII art train
```

```
#endif /* caleb_server_h */
```