

var_list.h

```
1  #include<stdbool.h>
2
3  #ifndef VAR_LIST_H
4  #define VAR_LIST_H
5
6  struct VARIABLE{
7      char name[30];
8      double value;
9      char type[10];
10     struct VARIABLE *prev;
11     struct VARIABLE *next;
12 };
13
14 // create variable node using passed parameter
15 struct VARIABLE* createNode(const char *name, char *type, double value);
16
17 // insert variable into linked-list
18 void insertVariable(char *name, char *type, double val);
19
20 // return total number of variables
21 int getTotalVar();
22
23 // update variable with given val
24 void updateVariable(char *name, double val);
25
26 // delete variable from linked-list
27 void deleteVariable(char *name);
28
29 // return true if variable exists with passed name
30 bool doesVariableExists(char *name);
31
32 // return variable struct of given name or NULL if not found
33 struct VARIABLE* getVariable(char* name);
34
35 double getValueOrDefault(char* name);
36
37 char* getFormattedValueOrDefault(char *name);
38
39 // print all variable available when called
40 void printAll();
41
42 #endif
```