

company.h

```
1 /*
2  * company.h
3  *
4  * Created on: Sep 11, 2017
5  * Author: Nathaniel Churchill
6  * Struct for a company which has 10 departments allocated for it
7  */
8
9 #ifndef COMPANY_H_
10 #define COMPANY_H_
11
12 #include "dept.h"
13
14 typedef struct _company {
15     int noDepts;
16     Dept *departments[10];
17 } Comp;
18
19 Comp *allocComp();
20 void addDepartment Comp *company, Dept *department);
21 Dept *findDepartment Comp *company, char *deptCode);
22
23 #endif /* COMPANY_H_ */
24
```