```c
// mainServer.h

#include <stdio.h>
#include <errno.h>
#include <unistd.h>
#include <stdlib.h>
#include <string.h>
#include <signal.h>

#define MAX_SERVERS 10
#define STRING_SIZE 50

typedef struct {
        pid_t serverPid;
        char* serverName;
} processStruct;

struct processStruct {
        pid_t serverPid;
        char* serverName;
};

int main();
void sigIntHandler(int sigNum);
void createServer(char* minProcs, char* maxProcs, char* serverName);
void abortServer(char* serverName);
void displayStatus();
```