

```
1: #ifndef __WEATHER_H
2: #define __WEATHER_H
3:
4: #include <stdio.h>
5: #include <stdlib.h>
6:
7: struct weather
8: {
9:     char city_name[20], weekdays[10];
10:    float max_temp, min_temp, avg_temp, humidity;
11: };
12:
13: struct WeatherNode
14: {
15:     struct weather weather_info;
16:     struct WeatherNode *next;
17: };
18:
19: struct WeatherLinkedList
20: {
21:     int count;
22:     struct WeatherNode *first;
23: };
24:
25: struct weather* readWeatherInfo(int day);
26:
27: void printWeatherInfo(struct weather * weatherDetails, int day);
28:
29: struct WeatherLinkedList * createWeatherSLL(struct weather * weatherDetails, int day);
30:
31: void printWeatherSLL(struct WeatherLinkedList * newList);
32:
33: void printStats(struct WeatherLinkedList * newList);
34:
35: #endif
```