```c
/* main.c
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 *
 * This program will call the secant_colebrook() function.
 * This program passes parameters to that function.
 * The function will calcuate a friction factor from those parameters.
 * The function will print the results to the user via the terminal.
*/


// include the standard input/output header file
#include <stdio.h>
// include the header file containing the function that solves the
// colebrook equation for the friction factor f with the secant method.
#include "secant_colebrook.h"

// main program loop
int main(){

    // this is used to point to the return values from the secant_colebrook function.
    float *pointerToReturnValues = NULL;

    // these are values that will be passed to the secant_colebrook equation.
    float ReynoldsNumber = 8743;    // unitless
    float diameter = 5;             // millimeters
    float roughness = 0.0015;       // millimeters

    // numerically evaluate the root of the colebrook equation for the friction factor
    pointerToReturnValues = secant_colebrook(ReynoldsNumber, diameter, roughness);

    // save the return values from the secant_colebrook function
    float frictionFactor = *pointerToReturnValues;
    float secantSuccess  = *(pointerToReturnValues+1);

    // print out information to the user
    printf("Friction factor = %f\n",frictionFactor);
    // print success data
    if(secantSuccess == SECANT_COLEBROOK_SUCCESS){
        printf("Success = true.\n");
    }
    else{
        printf("Success = false.\n");
    }

    // end program
    return 0;
}
```