

Coronablinkern

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Chapter 1

Data Structure Index

1.1 Data Structures

Here are the data structures with brief descriptions:

contact_i	5
contact_l	5
menu_i	6
menu_t	6

Chapter 2

File Index

2.1 File List

Here is a list of all documented files with brief descriptions:

actions.h	7
config.h	8
list.h	9
menu.h	12

Chapter 3

Data Structure Documentation

3.1 `contact_i` Struct Reference

Data Fields

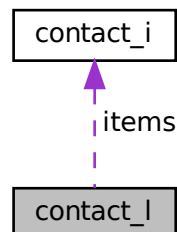
- long int **id**
- long int **date**

The documentation for this struct was generated from the following file:

- [list.h](#)

3.2 `contact_l` Struct Reference

Collaboration diagram for `contact_l`:



Data Fields

- int **size**
- [contact](#) * **items**

The documentation for this struct was generated from the following file:

- [list.h](#)

3.3 menu_i Struct Reference

Data Fields

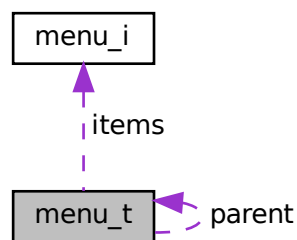
- int **type**
- char * **text**
- void * **ptr1**
- void * **ptr2**

The documentation for this struct was generated from the following file:

- [menu.h](#)

3.4 menu_t Struct Reference

Collaboration diagram for menu_t:



Data Fields

- char * **title**
- int **size**
- struct [menu_t](#) * **parent**
- struct [menu_i](#) * **items**

The documentation for this struct was generated from the following file:

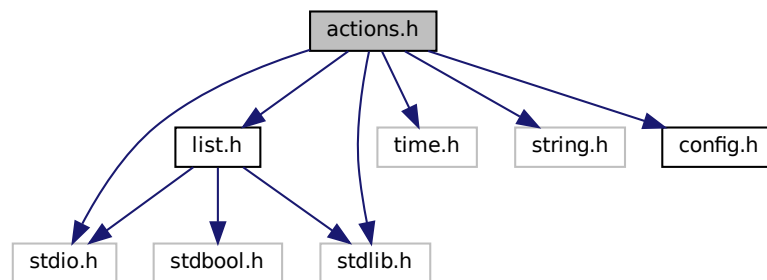
- [menu.h](#)

Chapter 4

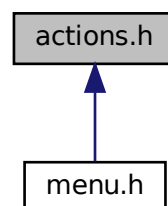
File Documentation

4.1 actions.h File Reference

```
#include <stdio.h>
#include <stdlib.h>
#include <time.h>
#include <string.h>
#include "list.h"
#include "config.h"
Include dependency graph for actions.h:
```



This graph shows which files directly or indirectly include this file:

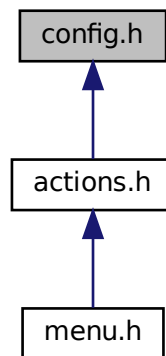


Functions

- int **userInput** (char *prompt)
- int **createContacts** ([contact_list](#) list)
- int **saveList** ([contact_list](#) list)
- int **loadList** ([contact_list](#) list)
- int **pruneList** ([contact_list](#) list)
- int **showList** ([contact_list](#) list)
- int **addContact** ([contact_list](#) list, long int id, char *date)
- int **sendAlert** ([contact_list](#) list, int code)
- int **reciveAlert** ([contact_list](#) list, long int id)

4.2 config.h File Reference

This graph shows which files directly or indirectly include this file:



Macros

- #define [DEVICE_ID](#) 1234567890
- #define [DEVICE_CODE](#) 123
- #define [MAX_AGE](#) 1814400
- #define [FILE_NAME](#) "list.bin"

4.2.1 Macro Definition Documentation

4.2.1.1 DEVICE_CODE

```
#define DEVICE_CODE 123
```

Unlock code for reporting infection

4.2.1.2 DEVICE_ID

```
#define DEVICE_ID 1234567890
```

Id number of this device

4.2.1.3 FILE_NAME

```
#define FILE_NAME "list.bin"
```

Name of file to store contacts in

4.2.1.4 MAX_AGE

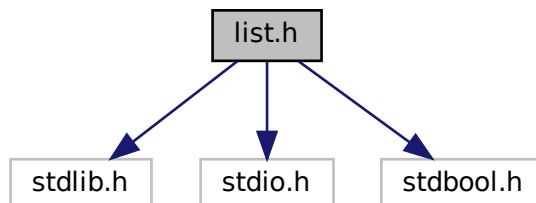
```
#define MAX_AGE 1814400
```

Max age of entries in the device list

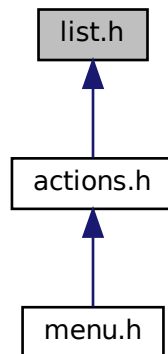
4.3 list.h File Reference

```
#include <stdlib.h>
#include <stdio.h>
#include <stdbool.h>
```

Include dependency graph for list.h:



This graph shows which files directly or indirectly include this file:



Data Structures

- struct [contact_i](#)
- struct [contact_l](#)

Typedefs

- typedef struct [contact_i](#) [contact](#)
Contact list item.
- typedef struct [contact_l](#) * [contact_list](#)
List of contacts.

Functions

- [contact_list](#) [listCreate](#) ()
- void [listDestroy](#) ([contact_list](#) list)
- void [listAdd](#) ([contact_list](#) list, long int id, long int date)
- void [listPrune](#) ([contact_list](#) list, long int age)
- bool [listIdExist](#) ([contact_list](#) list, long int id)
- void [listSave](#) ([contact_list](#) list, char *file)
- void [listLoad](#) ([contact_list](#) list, char *file)

4.3.1 Function Documentation

4.3.1.1 listAdd()

```
void listAdd (  
    contact\_list list,  
    long int id,  
    long int date )
```

Function for adding a new item to a list

Parameters

<i>list</i>	The list to add new item to.
<i>id</i>	Id number of the new entry.
<i>date</i>	Timestamp of the new entry.

4.3.1.2 listCreate()

```
contact_list listCreate ( )
```

Function for creating a new empty list.

Returns

A new empty list.

4.3.1.3 listDestroy()

```
void listDestroy (
    contact_list list )
```

Function for destroying a list.

Parameters

<i>list</i>	The list to destroy.
-------------	----------------------

4.3.1.4 listIdExist()

```
bool listIdExist (
    contact_list list,
    long int id )
```

Function for checking if id exist in list

Parameters

<i>list</i>	The list to check.
<i>id</i>	Id to look for.

4.3.1.5 listLoad()

```
void listLoad (
    contact_list list,
    char * file )
```

Function for loading a list from file

Parameters

<i>list</i>	The list to load to.
<i>file</i>	Name of file to load from.

4.3.1.6 listPrune()

```
void listPrune (
    contact_list list,
    long int age )
```

Function for removing old items from a list

Parameters

<i>list</i>	The list to remove old items from.
<i>age</i>	Max age of items to keep in seconds.

4.3.1.7 listSave()

```
void listSave (
    contact_list list,
    char * file )
```

Function for saving a list to file

Parameters

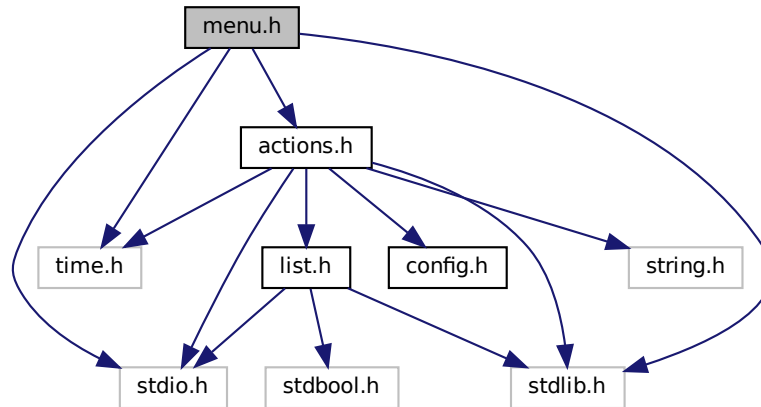
<i>list</i>	The list to save.
<i>file</i>	Name of file to save to.

4.4 menu.h File Reference

```
#include <stdio.h>
#include <stdlib.h>
```



```
#include <time.h>
#include "actions.h"
Include dependency graph for menu.h:
```



Data Structures

- struct [menu_i](#)
- struct [menu_t](#)

Macros

- `#define M_QUIT 0`
- `#define M_MENU 1`
- `#define M_CALL 2`

Typedefs

- typedef struct [menu_i](#) [menu_i](#)
Menu item.
- typedef struct [menu_t](#) [menu_t](#)
Menu.

Functions

- [menu_t](#) * [menuCreate](#) ([menu_t](#) *parent, char *title)
- void [menuAddCall](#) ([menu_t](#) *menu, char *text, void *func, void *arg)
- void [menuShow](#) ([menu_t](#) *menu)
- int [menuSelection](#) ([menu_t](#) *menu)

4.4.1 Function Documentation

4.4.1.1 menuAddCall()

```
void menuAddCall (
    menu_t * menu,
    char * text,
    void * func,
    void * arg )
```

Function for adding item to menu

Parameters

<i>menu</i>	Menu to add item to.
<i>text</i>	Name of menu item.
<i>func</i>	Function to call.
<i>arg</i>	Argument for function.

4.4.1.2 menuCreate()

```
menu_t* menuCreate (
    menu_t * parent,
    char * title )
```

Function for creating a new menu.

Parameters

<i>parent</i>	Parent meny, NULL if root menu.
<i>title</i>	Title of the menu.

Returns

A new menu.

4.4.1.3 menuSelection()

```
int menuSelection (
    menu_t * menu )
```

Function for getting menu choice

Parameters

<i>menu</i>	Menu to get choice from.
-------------	--------------------------

4.4.1.4 menuShow()

```
void menuShow (
    menu_t * menu )
```

Function for displaying menu

Parameters

<i>menu</i>	Menu to display.
-------------	------------------

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