

Coronablinkern

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Chapter 1

Data Structure Index

1.1 Data Structures

Here are the data structures with brief descriptions:

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Chapter 2

File Index

2.1 File List

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

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config.h	7
list.h	8
menu.h	11

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_I` Struct Reference

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

Data Fields

- char * **title**
- int **size**
- struct [menu_t](#) * **parent**
- struct [menu_i](#) * **items** [10]

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"
```

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

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>
```

Data Structures

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

Typedefs

- typedef struct [contact_i](#) **contact**
- typedef struct [contact_l](#) * **contact_list**

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.
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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>
```

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**
- typedef struct [menu_t](#) **menu_t**

Functions

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

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