

```
1  #include <stdio.h>
2  #define FIELD_SPAN_TIME 6
3  #define FIELD_POS_TIME 7
4  #define MAX_LINE 100
5  #define ID_MSG "$GPGGA"
6  #define FIELD_SPAN_ID_MSG 6
7
8  status_t      parse_line(struct tm *);
```