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#include
<stdio.h>

#include <unistd.h> // for fork
#include <stdio.h>
#include <string.h>
#include <fcntl.h>
#include <sys/stat.h>
#include <sys/types.h>
#include <stdlib.h>

/*****Structure*****/
struct User{
    char employeeName[50];
    char jobTitle[50];
    char status[50];
};

/*****UserInput*****/
int structure(){

    struct User *userPtr, user;
    userPtr = &user;
    int fd;
    // file path
    char * myfifo = "myfifo.txt";
    // Creating the file
    mkfifo(myfifo, 0644);
    char arr, arr1, arr2;
    char ch, temp;
    // Open file fo write only
    fd = open(myfifo, O_WRONLY);

    printf("click enter to continue\n");
    while(1){
        scanf("%c",&temp); // temp statement to clear buffer
        // Take user UserInput and write to file
        printf("Enter Employee Name: ");
        scanf("%[^\n]", userPtr->employeeName);

        printf("Enter Job Title: ");
        scanf("%c",&temp); // temp statement to clear buffer
        scanf("%[^\n]", userPtr->jobTitle);
    }
}

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printf("Enter Status: ");
scanf("%c",&temp); // temp statement to clear buffer
scanf("%[^\n]", userPtr->status);

char *space = ",";
char *arr = userPtr->employeeName;
char *arr1 = userPtr->jobTitle;
char *arr2 = userPtr->status;

// Concanating 3 strings together
unsigned int const sz1 = strlen(arr);
unsigned int const sz2 = strlen(arr1);
unsigned int const sz3 = strlen(arr2);
unsigned int const szSpace = strlen(space);

char *concat = (char*)malloc(sz1+sz2+sz3+3);

memcpy( concat, arr , sz1 );
memcpy( concat+sz1, space , szSpace);
memcpy( concat+sz1+szSpace, arr1 , sz2 );
memcpy( concat+sz1+szSpace+sz2, space , szSpace);
memcpy( concat+sz1+szSpace+sz2+szSpace, arr2 , sz3 );
memcpy( concat+sz1+szSpace+sz2+szSpace+sz3, space , szSpace);

concat[sz1+ szSpace + sz2 + szSpace + sz3 +szSpace] = '\0';

write(fd, concat, strlen(concat));

//printf("%s\n", concat);

printf("Do you want to continue? y/n: ");
scanf("%s", &ch);

if(ch == 'y'){
    continue;
}
// End program if user input is 'n'
else if(ch == 'n'){
    close(fd);
    return 0;
}
}

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    return 0;  
}
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