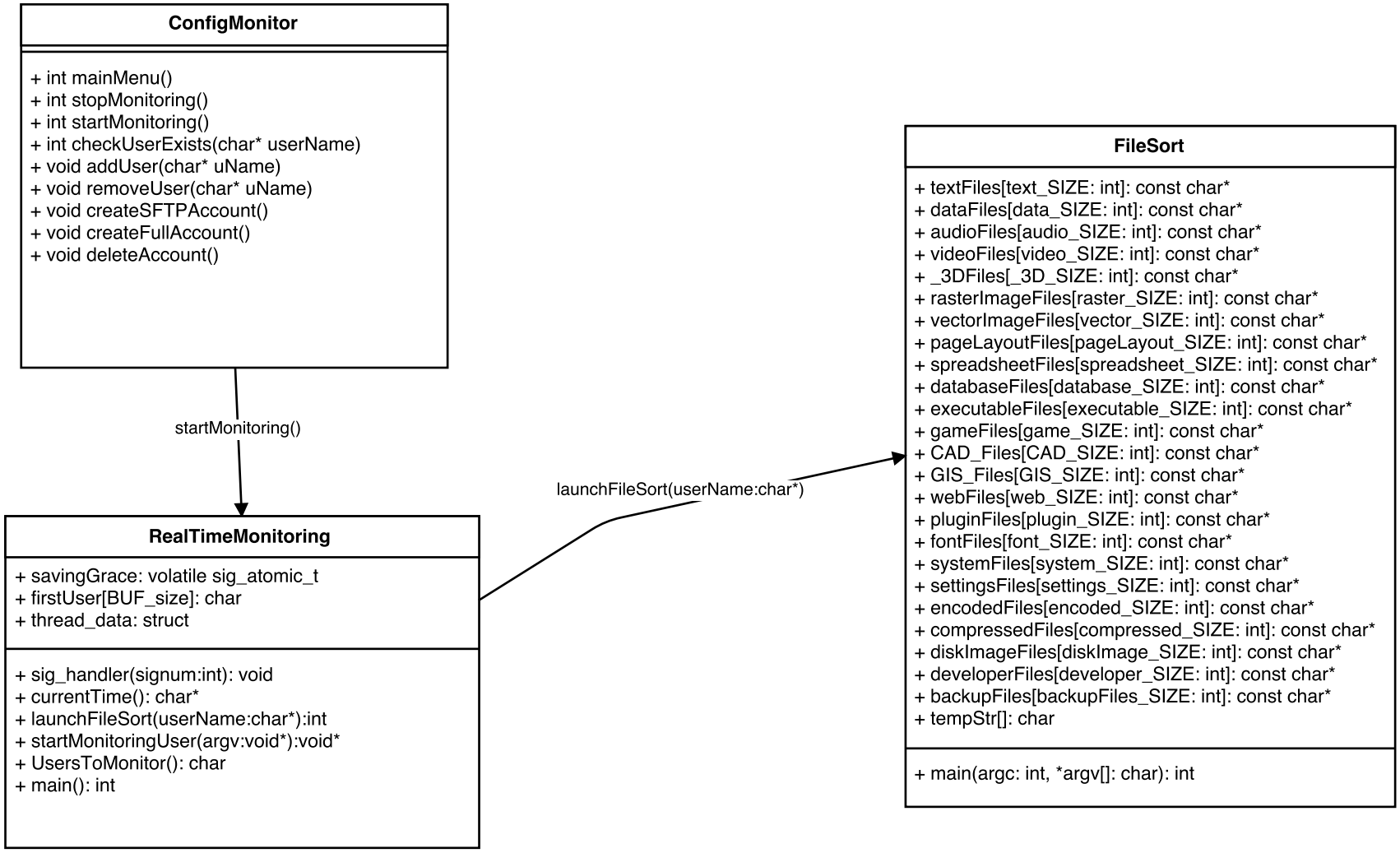
ConfigMonitor
+ int mainMenu()
+ int stopMonitoring()
+ int startMonitoring()
+ int checkUserExists(char* userName)
+ void addUser(char* uName)
+ void removeUser(char* uName)
+ void createSFTPAccount()
+ void createFullAccount()
+ void deleteAccount()
startMonitoring()
RealTimeMonitoring
+ savingGrace: volatile sig_atomic_t
+ firstUser[BUF_size]: char
+ thread_data: struct
+ sig_handler(signum:int): void
+ currentTime(): char*
+ launchFileSort(userName:char*):int
+ startMonitoringUser(argv:void*):void*
+ UsersToMonitor(): char
+ main(): int
launchFileSort(userName:char*)
FileSort
+ textFiles[text_SIZE: int]: const char*
+ dataFiles[data_SIZE: int]: const char*
+ audioFiles[audio_SIZE: int]: const char*
+ videoFiles[video_SIZE: int]: const char*
+ _3DFiles[_3D_SIZE: int]: const char*
+ rasterImageFiles[raster_SIZE: int]: const char*
+ vectorImageFiles[vector_SIZE: int]: const char*
+ pageLayoutFiles[pageLayout_SIZE: int]: const char*
+ spreadsheetFiles[spreadsheet_SIZE: int]: const char*
+ databaseFiles[database_SIZE: int]: const char*
+ executableFiles[executable_SIZE: int]: const char*
+ gameFiles[game_SIZE: int]: const char*
+ CAD_Files[CAD_SIZE: int]: const char*
+ GIS_Files[GIS_SIZE: int]: const char*
+ webFiles[web_SIZE: int]: const char*
+ pluginFiles[plugin_SIZE: int]: const char*
+ fontFiles[font_SIZE: int]: const char*
+ systemFiles[system_SIZE: int]: const char*
+ settingsFiles[settings_SIZE: int]: const char*
+ encodedFiles[encoded_SIZE: int]: const char*
+ compressedFiles[compressed_SIZE: int]: const char*
+ diskImageFiles[diskImage_SIZE: int]: const char*
+ developerFiles[developer_SIZE: int]: const char*
+ backupFiles[backupFiles_SIZE: int]: const char*
+ tempStr[]: char
+ main(argc: int, *argv[]: char): int