#include<stdio.h>

#include <string.h>

typedef struct {

char ma[18];

int bl;

int a[3];

}BLE;

int ble\_tag(BLE var) {

printf("mac address--> %s\n", var.ma);

printf("battery level--> %d%%\n", var.bl);

printf("accelerometer data--> (%d, %d, %d)\n", var.a[0], var.a[1], var.a[2]);

int t=1000,res;

res=(var.a[0]+var.a[1]+var.a[2]);

return res>t;

}

void main() {

BLE obj;

strcpy(obj.ma, "2c-54-91-88-c9-e3");

obj.bl = 0x60;

obj.a[3] = {0x0000, 0x0080, 0x0048};

if(ble\_tag(obj))

printf("it is moving\n");

else

printf("it is stationary\n");

}

To compile : cc filename.c

To run : ./a.out