

PESEL

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Chapter 1

Class Index

1.1 Class List

Here are the classes, structs, unions and interfaces with brief descriptions:

Node1	5
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Chapter 2

File Index

2.1 File List

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

functions.c	7
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Chapter 3

Class Documentation

3.1 Node1 Struct Reference

```
#include <struct.h>
```

Public Attributes

- char * [pesel](#)
string which contains pesel
- struct [Node1](#) * [pNext](#)
next Node in the list

3.1.1 Detailed Description

List of pesels

The documentation for this struct was generated from the following file:

- [struct.h](#)

Chapter 4

File Documentation

4.1 functions.c File Reference

```
#include <stdio.h>
#include <stdlib.h>
#include <string.h>
#include <stdbool.h>
#include <ctype.h>
#include "functions.h"
```

Functions

- void **AssignFileNames** (int argc, char *argv[], char **outputfile, char **inputfile)
- void **AddToList** (NodeType **pHead, char *pesel)
- void **DeleteList** (NodeType **pHead)
- void **ShowList** (NodeType *pHead, char *filename)
- bool **IsPSLGood** (char *pesel)
- void **PrintInfo** (char *pesel, char *filename)
- int **JumpToNextWord** (char *start, int toEnd)
- void * **GetPSL** (FILE *f, NodeType **pHead)

4.1.1 Function Documentation

4.1.1.1 GetPSL()

```
void* GetPSL (
    FILE * f,
    NodeType ** pHead )
```

Function saves found PESELS in list

Parameters

<i>f</i>	input file
<i>pHead</i>	head of a list

4.1.1.2 IsPSLGood()

```
bool IsPSLGood (
    char * pesel )
```

Function checks if passed pesel is correct

Parameters

<i>pesel</i>	
--------------	--

Returns

boolean value which shows if pesel is correct

4.1.1.3 PrintInfo()

```
void PrintInfo (
    char * pesel,
    char * filename )
```

Function displays info from passed pesel

Parameters

<i>pesel</i>	
--------------	--

4.1.1.4 ShowList()

```
void ShowList (
    NodeType * pHead,
    char * filename )
```

Function shows all info from saved pesels

Parameters

<i>pHead</i>	first element of a list
--------------	-------------------------

4.2 functions.h File Reference

```
#include <stdio.h>
#include <stdlib.h>
#include <string.h>
#include <stdbool.h>
#include <ctype.h>
#include "struct.h"
```

Functions

- bool [IsPSLGood](#) (char *pesel)
- void [PrintInfo](#) (char *pesel, char *filename)
- int [JumpToSpace](#) (char *start, int toEnd)
- void * [GetPSL](#) (FILE *f, [NodeType](#) **pHead)
- void [ShowList](#) ([NodeType](#) *pHead, char *filename)
- void [DeleteList](#) ([NodeType](#) **pHead)
- void [AssignFileNames](#) (int argc, char *argv[], char **outputfile, char **inputfile)

4.2.1 Function Documentation

4.2.1.1 GetPSL()

```
void* GetPSL (
    FILE * f,
    NodeType ** pHead )
```

Function saves found PESELS in list

Parameters

<i>f</i>	input file
<i>pHead</i>	head of a list

4.2.1.2 IsPSLGood()

```
bool IsPSLGood (
    char * pesel )
```

Function checks if passed pesel is correct

Parameters

<i>pesel</i>	
--------------	--

Returns

boolean value which shows if pesel is correct

4.2.1.3 PrintInfo()

```
void PrintInfo (
    char * pesel,
    char * filename )
```

Function displays info from passed pesel

Parameters

<i>pesel</i>	
--------------	--

4.2.1.4 ShowList()

```
void ShowList (
    NodeType * pHead,
    char * filename )
```

Function shows all info from saved pesels

Parameters

<i>pHead</i>	first element of a list
--------------	-------------------------

4.3 main.c File Reference

```
#include <stdio.h>
#include <stdlib.h>
#include <string.h>
#include <stdbool.h>
#include <ctype.h>
#include "functions.h"
```

Functions

- int **main** (int argc, char *argv[])

4.4 struct.h File Reference

Classes

- struct [Node1](#)

Typedefs

- typedef struct [Node1](#) [NodeType](#)

4.4.1 Typedef Documentation

4.4.1.1 NodeType

```
typedef struct Node1 NodeType
```

List of pesels

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