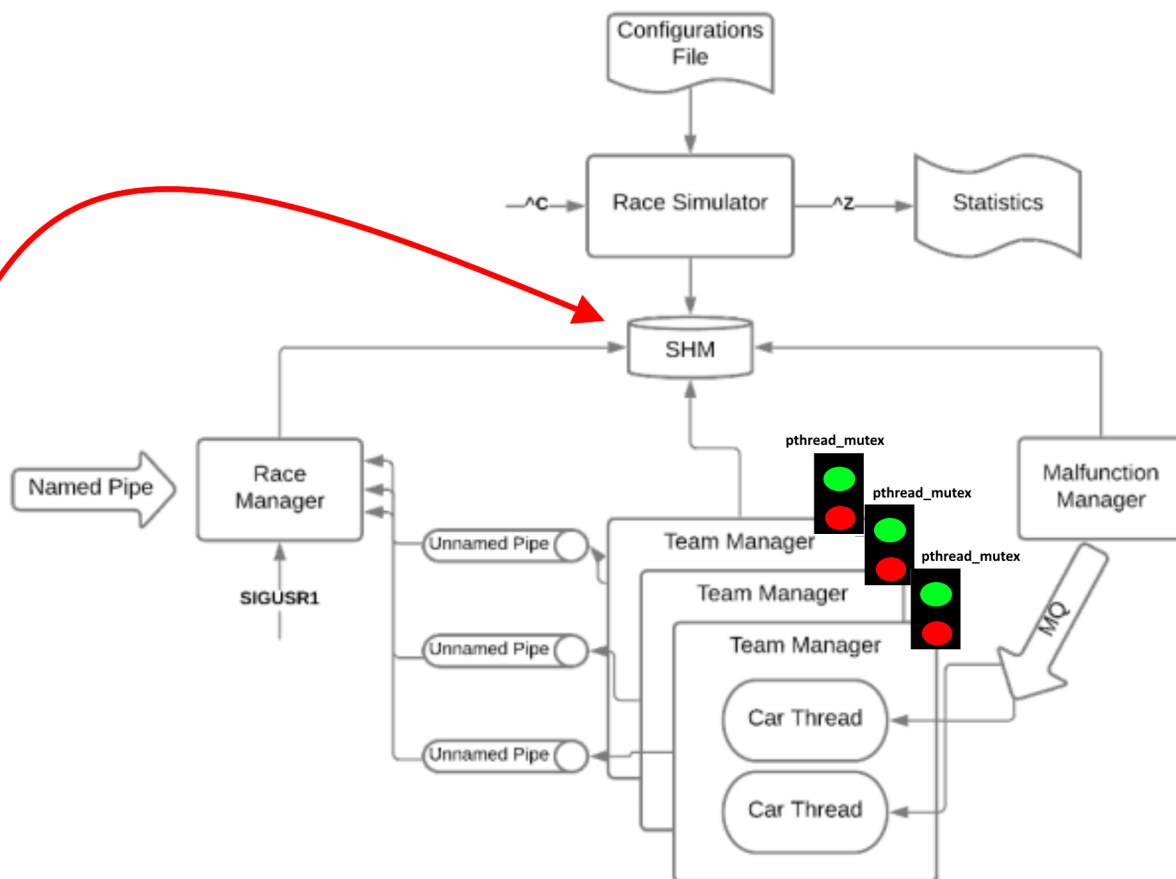
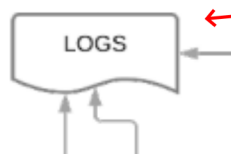
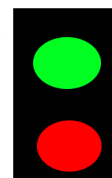


mutex_log



shm car struct

```
typedef struct {
    int malfunctions_counter;
    car_shm_struct cars[];
} shm_struct;
```

```
typedef struct {
    char team_name[32];
    int number;
    float speed;
    float consumption;
    float reliability;
    int laps_completed;
    int box_stops_counter;
} car_shm_struct;
```