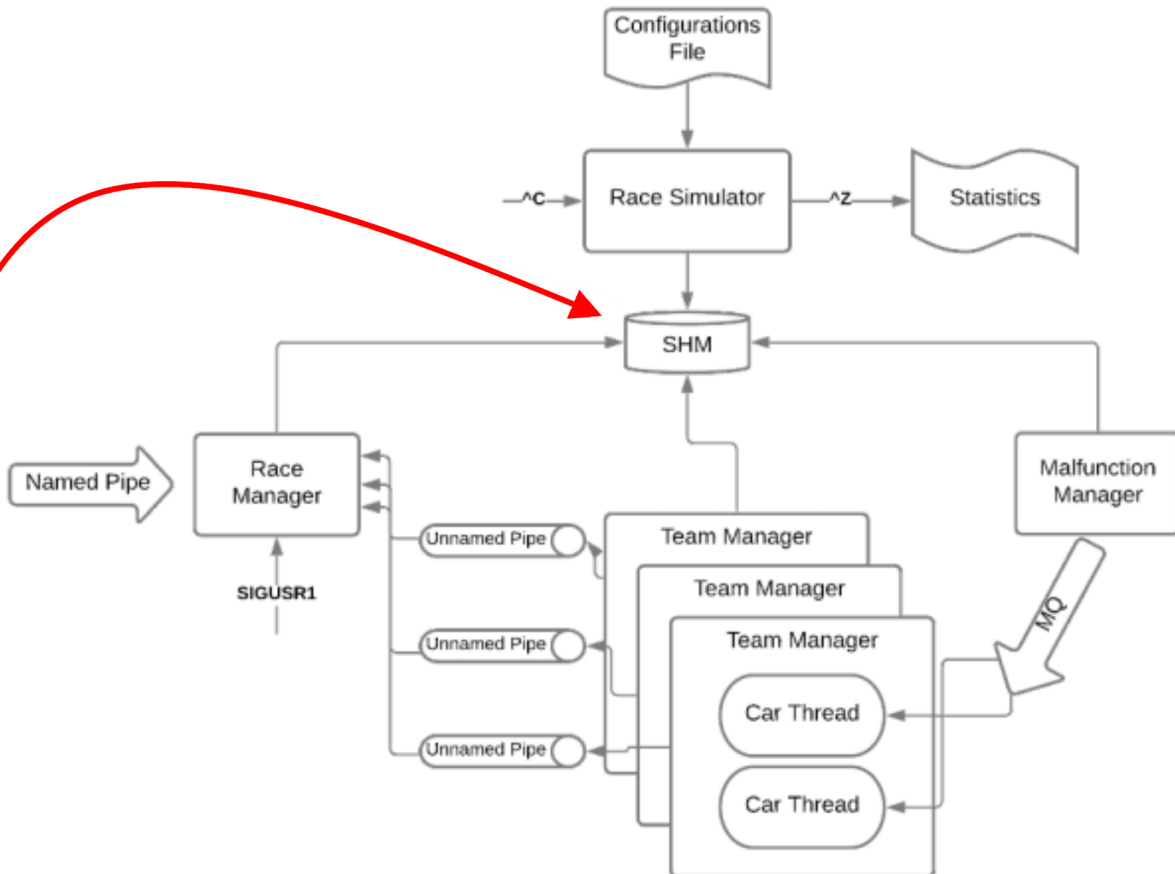
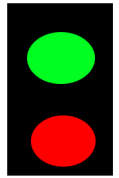


mutex_log



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;
```

shm boxes struct

```
typedef struct {  
    int refill_counter;  
    char box_state[]; // 'R' = Reserved; 'E' = Empty; 'F' = Full;  
} shm_boxes;
```

shm condition variable