```
1 #include <stdio.h>
     #include <stdlib.h>
 4 #include "mp3_processor.h"
     /*Esta función se ocupa de insertar un track en un vector*/
status_t process_mp3_data(setup_t * setup, FILE * fi, ADT_Vector_t * vector)
           status_t st;
char header[MAX_HEADER_SIZE];
10
11
12
           ADT_track_t * track;
           if(setup == NULL || fi == NULL || vector == NULL)
13
                 return ERROR_NULL_POINTER;
15
           if((st = ADT_track_new(&track)) != OK)
    return ERROR_INVALID_TRACK;
16
17
           if((st = get_mp3_header(fi, header)) != 0K) {
   if((st = ADT_track_delete(&track)) != 0K)
      return st;
19
20
21
22
23
                 return st;
24
25
26
           }
           if((st = ADT_track_set(header, track)) != 0K)
27
                 return st;
28
29
30
           if((st = ADT_Vector_append_element(&vector, track)) != 0K)
                 return st;
31
32
           return OK;
33
34
35
     /*Lee el "header" del archivo mp3*/
status_t get_mp3_header(FILE * fi, char header[])
36
37
38
           size_t length;
39
40
           if(fi == NULL)
41
                return ERROR_NULL_POINTER;
42
43
           if ((fseek(fi, 0, SEEK_END)) != 0K)
    return ERROR_INVALID_MP3_FILE;
44
45
47
           length=ftell(fi);
48
           if((fseek(fi,length - MP3_HEADER_SIZE, SEEK_SET)) != 0K)
    return ERROR_INVALID_MP3_FILE;
49
           if (fread(header, sizeof(char), MP3_HEADER_SIZE, fi) != MP3_HEADER_SIZE)
    return ERROR_INVALID_MP3_FILE;
52
53
54
           return OK;
```

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