

```

struct Terminal
{
    char trans;
    int acct;
    int amt;
};

struct Customer
{
    int acct;
    char dogName[10];
    char ownerName[10];
    int amt;
    int hold;
};

```

```

main()
{
    struct Terminal
    {
        char trans;
        int acct;
        int amt;
    } atm,tablet,callCenter;

    int atmHandle, tabletHandle, callCenterHandle;
    atmHandle = openAtm(atm);
    tabletHandle = openTablet( tablet);
    callCenterHandle = openCallCenter( tablet);

    Customer *engineResult;
    while()
    {
        int status;

        Status=readAtm(atmHandle, atm);
        if(status==0)
        {
            engineResult=engine(atm.trans, atm.acct, atm.amt);
            writeAtm(atmHandle, engineResult);
        };

        Status=readTablet(tabletHandle, tablet);
        if(status==0)
        {
            engineResult=engine(tablet.trans, tablet.acct, tablet.amt);
            writeTablet(tabletHandle, engineResult);
        };
    }

    Status=readCallCenter(callCenterHandle, tablet);
    if(status==0)
    {
        engineResult=engine(callCenter.trans, callCenter.acct, callCenter.amt);
        writeCallCenter(callCenterHandle, engineResult);
    };
}
}

```

```

Customer * engineModel(char inputTrans, int inputAcct, int inputAmt)
{
    static Customer
    {
        int acct;
        char dogName[10];
        char ownerName[10];
        int amt;
    } working ;

    /*get customer info*/
    Int custHandle;
    custHandle=fopen("customer", "rw");
    fRead(custHandle,inputAcct,working);

    /*process transaction*/
    if(inputTrans=='d') /*withdrawal*/
    {
        working.amt = working.amt+amt;
    }

    if(inputTrans=='w') /*deposit*/
    {
        working.amt = working.amt-amt;
    }

    if(inputTrans=='b') /*balance inquiry*/
    {
        working.amt = working.amt-working.hold
    }

    /*get customer info*/
    fWrite(custHandle,working);

    return *working;
}

```