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// File Name: displayPiece.h
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// Date Written: 02/14/2019
//
// This is the header file required for displaying the piece for the
// results.
// Header files contain definitions required for the display of the
// results and shape.

#ifndef DISPLAY_PIECE_H
#define DISPLAY_PIECE_H

enum piece_t
{
    left_rectangle,
    right_rectangle,
    left_marker,
    right_marker,
    left_hex,
    right_hex,
    null_piece
};

class displayPiece
{
public:
    displayPiece();
    ~displayPiece();
    void displayPieceTrue();
    void displayPieceFalse();

private:
    displayPiece *n_replaceMe;
    displayPiece *n_piece;
    displayPiece *n_displayPiece;
    piece_t displayPieceIdentifier;
    string displayPieceName;
    displayPiece positionPiece;
    bool createdPiece;
};

#endif

```