```cpp
// File Name: Piece.h
// Written By: Christian Gruss
// Date Written: 02/14/2019
//
// This header file contains the definitions for the piece on the
grid.

#ifndef PIECE_H
#define PIECE_H

#include <vector>
// include addl header

typedef struct
{
        int audioPot;
        int imagePot;
}
Pot_t;

typedef struct
{
        pot_piece_audioYesNo;
        pot_piece_imageYesNo;
}
Pot_t;

class Piece
{
        public:
                Piece();
                ~Piece();
                void builtPiece(int N);
                Pot_t getAIVal(int pos);
                pot_t getPotMarker(int pos);

        private:
                TrainData n_TrainData_audio;
                TrainData n_TrainData_image;
                int n_Numerical;
};

#endif




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