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#ifndef PRINT
#define PRINT

#include <stdio.h>
#include <stdlib.h>
#include <stdbool.h>

#include "../datatypes/enum.h"
#include "../datatypes/struct.h"

#define MAX_LEN 128

void DisplayImage(FILE *fptr)
{
    char readString[MAX_LEN];

    while (fgets(readString, sizeof(readString), fptr) != NULL)
        printf("%s", readString);
}

void DisplayTitle(char *filename)
{
    FILE *fptr = NULL;

    if ((fptr = fopen(filename, "r")) == NULL)
    {
        fprintf(stderr, "Error opening %s!\n", filename);
        exit(1);
    }
    DisplayImage(fptr);
}

void NoMemoryAlert()
{
    printf("\n===== \n");
    printf("===== Not enough memory! ===== \n");
    printf("===== \n");
}

void DimensionSelectionInstructions()
{
    printf("\n===== \n");
    printf("Calculate 2D or 3D object's properties? Type \"Exit\" if you want to leave the program:\n");
    printf("1. 2D\n2. 3D\n");
    printf("Type in your choice here: ");
}

void WrongDimensionInput()
{
    printf("\n===== \n");
    printf("===== Invalid input! Please follow the instructions! ===== \n");
    printf("===== Key in \"2D\", \"3D\" or the choice index (\"1\" or \"2\"). ===== \n");
    printf("===== Type \"Exit\" to leave the program. ===== \n");
    printf("===== \n");
    printf("Type in your choice again here: ");
}

void ShapeSelectionInstructions()
{
    printf("\nSelect the shape to calculate its properties. Type \"Exit\" if you want to leave the program or \"Back\" if you want to reselect the dimension:\n");
    printf("1. Rectangle\n2. Square\n3. Circle\n");
    printf("Type in your choice here: ");
}

void WrongShapeInput()
{
    printf("\n===== \n");
    printf("===== Invalid input! Please follow the instructions! ===== \n");
    printf("===== Key in \"Rectangle\", \"Square\" or \"Circle\". ===== \n");
    printf("===== Type \"Exit\" to leave the program. ===== \n");
    printf("===== Type \"Back\" to reselect the dimension. ===== \n");
    printf("===== \n");
    printf("Type in your choice again here: ");
}

void ObjectSelectionInstructions()
{
    printf("\nSelect the object to calculate its properties. Type \"Exit\" if you want to leave the program or \"Back\" if you want to reselect the dimension:\n");
    printf("1. Cuboid\n2. Cube\n3. Sphere\n4. Cone\n");
    printf("Type in your choice here: ");
}

void WrongObjectInput()
{
    printf("\n===== \n");
    printf("===== Invalid input! Please follow the instructions! ===== \n");
    printf("===== Key in \"Cuboid\", \"Cube\", \"Sphere\" or \"Cone\". ===== \n");
    printf("===== Type \"Exit\" to leave the program. ===== \n");
    printf("===== Type \"Back\" to reselect the dimension. ===== \n");
    printf("===== \n");
    printf("Type in your choice again here: ");
}

void UnitSelectionInstructions()
{
    printf("\nSelect the input unit:\n");
    printf("1. m\n2. dm\n3. cm\n4. mm\n");
    printf("Select unit: ");
}

void WrongUnitInput()
{

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printf("\n=====\\n");
printf("===== Invalid input! Please follow the instructions! =====\\n");
printf("===== Enter \\m\\, \\dm\\, \\cm\\ or \\mm\\. =====\\n");
printf("===== Or enter the choice index: \\1\\, \\2\\, \\3\\ or \\4\\. =====\\n");
printf("=====\\n\\n");
printf("Enter again here: ");
}

void DisplayResults(enum shape shape, double result_1, double result_2)
{
    bool is2D = false;

    printf("\\nCalculation results:\\n");
    printf("_____");

    if (shape == Rectangle || shape == Square || shape == Circle)
    {
        is2D = true;
    }

    if (is2D)
    {
        if (shape != Circle)
        {
            printf("\\n | Perimeter | ");
        }
        else
        {
            printf("\\n | Circumference | ");
        }

        printf("%12.2g m | %12.2g dm | %12.2g cm | %12.2g mm |\\n", result_1, result_1 * 10, result_1 * 1E2, result_1 * 1E3);
        printf(" | Area | %12.2g m^2 | %12.2g dm^2 | %12.2g cm^2 | %12.2g mm^2 |\\n", result_2, result_2 * 1E2, result_2 * 1E4, result_2 * 1E6);
        printf(" | | | | |\\n");
    }
    else
    {
        printf("_____\\n");
        printf(" | Surface area | %12.2g m^2 | %12.2g dm^2 | %12.2g cm^2 | %12.2g mm^2 |\\n", result_1, result_1 * 1E2, result_1 * 1E4, result_1 *
1E6);
        printf(" | Volume | %12.2g m^3 | %12.2g dm^3 | %12.2g cm^3 | %12.2g mm^3 |\\n", result_2, result_2 * 1E3, result_2 * 1E6, result_2 *
1E9);
        printf(" | | | | |\\n");
    }
}

void ParamaterSelectionInstructions(char *parameter)
{
    printf("\\nEnter the %s parameter\\n", parameter);
    printf("Enter the value here: ");
}

void NumericInputAlert(bool isNumeric)
{
    if (isNumeric)
    {
        printf("\\n=====\\n");
        printf("===== Enter a positive number! =====\\n");
        printf("=====\\n");
    }
    else
    {
        printf("\\n=====\\n");
        printf("===== Enter a number! =====\\n");
        printf("=====\\n");
    }
    printf("Enter again here: ");
}

void ProcessSelectionInstructions()
{
    printf("\\nSelect:\\n");
    printf("1. History\\t- To view the calculation history.\\n");
    printf("2. Calculate\\t- To calculate again.\\n");
    printf("3. Exit\\t\\t- To leave the program.\\n");
    printf("Enter your choice here: ");
}

void WrongProcessInput()
{
    printf("\\n=====\\n");
    printf("===== Invalid input! Please follow the instructions! =====\\n");
    printf("===== Key in \\History\\, \\Calculate\\ or \\Exit\\ =====\\n");
    printf("=====\\n\\n");
    printf("Type in your choice again here: ");
}

void ShapeAndObjectSelectionInstructions()
{
    printf("\\nSelect any of the option\\n");
    printf("1. Rectangle\\n2. Square\\n3. Circle\\n");
    printf("4. Cuboid\\n5. Cube\\n6. Sphere\\n7. Cone\\n");
    printf("Type in your choice here: ");
}

void WrongShapeAndObjectInput()
{
    printf("\\n=====\\n");
    printf("===== Invalid input! Please follow the instructions! =====\\n");
    printf("===== Key in \\Rectangle\\, \\Square\\, \\Circle\\, \\Cuboid\\, \\Cube\\, \\Sphere\\, \\Cone\\ =====\\n");
    printf("=====\\n\\n");
    printf("Type in your choice again here: ");
}

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}

void DisplayHistoryTable(enum shape shape, struct History *history, double *means, double *stds)
{
    int i;

    switch (shape)
    {
    case Rectangle:
        if (history->count[0] == 0)
        {
            printf("\n=====\\n");
            printf("===== The rectangle calculation history is empty. =====\\n");
            printf("=====\\n");
        }
        else
        {
            printf("\\n\\nCalculation Histroy of Rectangle\\n");
            printf("\\n");
            printf("
            |          Index          |          Width          |          Lenth          |          Perimeter          |          Area          |\\n");
            printf("
            |-----|-----|-----|-----|-----|\\n");

            for (i = 0; i < history->count[0]; i++)
            {
                printf("
                | %11d          | %12.2g m | %12.2g m | %12.2g m | %12.2g m^2 |\\n", i + 1, history->rectangles[i].width, history-
                >rectangles[i].length, history->rectangles[i].perimeter, history->rectangles[i].area);
                printf("
                |-----|-----|-----|-----|-----|\\n");
            }

            printf("
            |          Mean          | %12.2g m | %12.2g m | %12.2g m | %12.2g m^2 |\\n", means[0], means[1], means[2], means[3]);
            printf("
            |-----|-----|-----|-----|-----|\\n");
            printf("
            | Standard Deviation | %12.2g m | %12.2g m | %12.2g m | %12.2g m^2 |\\n", stds[0], stds[1], stds[2], stds[3]);
            printf("
            |-----|-----|-----|-----|-----|\\n");
        }

        break;

    case Square:
        if (history->count[1] == 0)
        {
            printf("\n=====\\n");
            printf("===== The square calculation history is empty. =====\\n");
            printf("=====\\n");
        }
        else
        {
            printf("\\n\\nCalculation Histroy of Square\\n");
            printf("\\n");
            printf("
            |          Index          |          Side Lenth          |          Perimeter          |          Area          |\\n");
            printf("
            |-----|-----|-----|-----|\\n");

            for (i = 0; i < history->count[1]; i++)
            {
                printf("
                | %11d          | %12.2g m | %12.2g m | %12.2g m^2 |\\n", i + 1, history->squares[i].length, history->squares[i].perimeter,
                history->squares[i].area);
                printf("
                |-----|-----|-----|-----|\\n");
            }

            printf("
            |          Mean          | %12.2g m | %12.2g m | %12.2g m^2 |\\n", means[0], means[1], means[2]);
            printf("
            |-----|-----|-----|-----|\\n");
            printf("
            | Standard Deviation | %12.2g m | %12.2g m | %12.2g m^2 |\\n", stds[0], stds[1], stds[2]);
            printf("
            |-----|-----|-----|-----|\\n");
        }

        break;

    case Circle:
        if (history->count[2] == 0)
        {
            printf("\n=====\\n");
            printf("===== The circle calculation history is empty. =====\\n");
            printf("=====\\n");
        }
        else
        {
            printf("\\n\\nCalculation Histroy of Circle\\n");
            printf("\\n");
            printf("
            |          Index          |          Radius          |          Circumference          |          Area          |\\n");
            printf("
            |-----|-----|-----|-----|\\n");

            for (i = 0; i < history->count[2]; i++)
            {
                printf("
                | %11d          | %12.2g m | %12.2g m | %12.2g m^2 |\\n", i + 1, history->circles[i].radius, history->circles[i].circumference,
                history->squares[i].area);
                printf("
                |-----|-----|-----|-----|\\n");
            }

            printf("
            |          Mean          | %12.2g m | %12.2g m | %12.2g m^2 |\\n", means[0], means[1], means[2]);
            printf("
            |-----|-----|-----|-----|\\n");
            printf("
            | Standard Deviation | %12.2g m | %12.2g m | %12.2g m^2 |\\n", stds[0], stds[1], stds[2]);
            printf("
            |-----|-----|-----|-----|\\n");
        }

        break;

    case Cuboid:
        if (history->count[3] == 0)
        {
            printf("\n=====\\n");
            printf("===== The cuboid calculation history is empty. =====\\n");
            printf("=====\\n");
        }
        else
        {
            printf("\\n\\nCalculation Histroy of Cuboid\\n");

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printf("
printf("
printf("
    for (i = 0; i < history->count[3]; i++)
    {
        printf("
    }
means[4]);
stds[4]);
    }

    break;

case Cube:
    if (history->count[4] == 0)
    {
        printf("\n=====
        printf("===== The cube calculation history is empty. =====
        printf("=====
    }
    else
    {
        printf("\nCalculation Histry of Cube\n");
        printf("
        printf("
        printf("
        for (i = 0; i < history->count[4]; i++)
        {
            printf("
            printf("
        }

        printf("
        printf("
        printf("
        printf("
    }

    break;

case Sphere:
    if (history->count[5] == 0)
    {
        printf("\n=====
        printf("===== The sphere calculation history is empty. =====
        printf("=====
    }
    else
    {
        printf("\nCalculation Histry of Sphere\n");
        printf("
        printf("
        printf("
        for (i = 0; i < history->count[5]; i++)
        {
            printf("
            printf("
        }

        printf("
        printf("
        printf("
        printf("
    }

    break;

case Cone:
    if (history->count[6] == 0)
    {
        printf("\n=====
        printf("===== The cone calculation history is empty. =====
        printf("=====
    }
    else
    {
        printf("\nCalculation Histry of Cone\n");
        printf("
        printf("
        printf("
        for (i = 0; i < history->count[6]; i++)
        {
            printf("
            printf("
        }

        printf("
        printf("
        printf("
        printf("
    }

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        break;  
    }  
}  
#endif
```