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affiche.h
// A man named Klapury
//
// Created by Vincent Maladiere on 17/04/16.
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//

#ifndef affiche_h
#define affiche_h

#include <stdio.h>
#include <signal.h>
#include <SDL/SDL.h>

void pause();
void putpixel(SDL_Surface *theScreen, int x, int y, Uint32 pixel);
void drawLine(SDL_Surface *Screen, int x0, int y0, int x1, int y1, Uint32 pixel);

#endif /* affiche_h */
```