#include <iostream>

class character{//GCCC BEGIN

int health;//2

int attack;//2

int defense;//2

int perceivedHealth=health+defense;//3a

public:

attacked(Character\* enemy){//3b

health=percievedHealth-enemy->attack;

}

Tools\* tool1;//4

Tools\* tool2;//4

Tools\*tool3;//4

//5 begin

aCharacterType(){//begin constructor

createTools(Character\*self){

//create tools

ClassTools\*one;

ClassTools\*two;

//link self to tools.

this->tool1=one;

this->tool2=two;

this->tool3=three;

//link tools to eachother

//link tool1 prev to NULL. (set NULL as default for all pointers.)

//link tool1 next to tool2.

//link tool2 prev to tool1.

//link tool2 next to NULL.

}

}//end constructor

//5 end

};//GCCC END