#include "gameproperty.h"

#include <stdlib.h>

#include <stdio.h>

#include "listlinierbuilding.h"

#include "boolean.h"

#include "point.h"

int main() {

ListBuilding L;

BLD B1, B2;

addressbuilding P;

CreateEmptyB(&L);

B1.ID = 1;

B1.LOC.X = 1;

B1.LOC.Y = 1;

B1.TYP = TWR;

InsVFirstB(&L, B1);

B2.ID = 1;

B2.LOC.X = 2;

B2.LOC.Y = 2;

B2.TYP = CST;

P = AlokasiB(B2);

printf("jumlah building : %d\n\n", NbElmtB(L));

printf("player %d's building\n", infobuilding(FirstBuilding(L)).ID);

printf("building location : %d %d\n", infobuilding(FirstBuilding(L)).LOC.X, infobuilding(FirstBuilding(L)).LOC.Y);

printf("building type : %c", infobuilding(FirstBuilding(L)).TYP);

DelPB(&L, B1);

printf("\n\nAFTER DELPB\n\n");

printf("player %d's building\n", infobuilding(FirstBuilding(L)).ID);

printf("building location : %d %d\n", infobuilding(FirstBuilding(L)).LOC.X, infobuilding(FirstBuilding(L)).LOC.Y);

printf("building type : %c", infobuilding(FirstBuilding(L)).TYP);

return 0;

}