#include <stdio.h>

#include <stdlib.h>

#include "gameproperty.h"

#include "listlinierunit.h"

#include "boolean.h"

#include "point.h"

int main() {

Unit Arch, Swdm, Kg;

addressunit P, Ptemp;

ListUnit L;

CreateEmpty(&L);

Arch.P = 1;

Arch.TYP = ARC;

Arch.RNGTYP = RANGE;

Arch.PRB = PRB\_ARC;

Arch.CHN = true;

Arch.PRC = PRC\_OF\_ARC;

Arch.LOC.X = 0;

Arch.LOC.Y = 0;

Arch.MOVEPTS = MAX\_MOVE\_ARC;

Arch.MAXMOVE = MAX\_MOVE\_ARC;

Arch.ATK = ATK\_ARC;

Arch.HP = MAX\_HP\_ARC;

Arch.MAXHP = MAX\_HP\_ARC;

InsVFirst(&L, Arch);

Swdm.P = 1;

Swdm.TYP = SWD;

Swdm.RNGTYP = MELEE;

Swdm.PRB = PRB\_SWD;

Swdm.CHN = true;

Swdm.PRC = PRC\_OF\_SWD;

Swdm.LOC.X = 1;

Swdm.LOC.Y = 1;

Swdm.MOVEPTS = MAX\_MOVE\_SWD;

Swdm.MAXMOVE = MAX\_MOVE\_SWD;

Swdm.ATK = ATK\_SWD;

Swdm.HP = MAX\_HP\_SWD;

Swdm.MAXHP = MAX\_HP\_SWD;

InsVFirst(&L, Swdm);

Kg.P = 1;

Kg.TYP = KNG;

Kg.RNGTYP = MELEE;

Kg.PRB = PRB\_KNG;

Kg.CHN = true;

Kg.PRC = PRC\_OF\_KNG;

Kg.LOC.X = 0;

Kg.LOC.Y = 0;

Kg.MOVEPTS = MAX\_MOVE\_KNG;

Kg.MAXMOVE = MAX\_MOVE\_KNG;

Kg.ATK = ATK\_KNG;

Kg.HP = MAX\_HP\_KNG;

Kg.MAXHP = MAX\_HP\_KNG;

P = Alokasi(Kg);

InsertFirst(&L, P);

DelP(&L, Arch);

PrintInfo(L);

DelFirst(&L, &Ptemp);

printf("player %d's unit\n", InfoUnit(Ptemp).P);

printf("unit type : %c\n", InfoUnit(Ptemp).TYP);

printf("range : %c\n", InfoUnit(Ptemp).RNGTYP);

printf("attack probability : %.2f\n", InfoUnit(Ptemp).PRB);

printf("attack? %d\n", InfoUnit(Ptemp).CHN);

printf("unit price : %d\n", InfoUnit(Ptemp).PRC);

printf("unit location: %d %d\n", InfoUnit(Ptemp).LOC.X, InfoUnit(Ptemp).LOC.Y);

printf("unit movement points: %d\n", InfoUnit(Ptemp).MOVEPTS);

printf("unit max movement points : %d\n", InfoUnit(Ptemp).MAXMOVE);

printf("attack damage : &d\n", InfoUnit(Ptemp).ATK);

printf("unit current health : %d\n", InfoUnit(Ptemp).HP);

printf("unit max HP : %d\n", InfoUnit(Ptemp).MAXHP);

return 0;

}