#include "boolean.h"

#include "stackunit.h"

#include "listlinierunit.h"

#include "point.h"

#include <stdio.h>

#include "map.h"

int main() {

Stack S;

MATRIKS M;

Unit X, Xtemp;

CreateEmptyS(&S);

X.P = 1;

X.TYP = KNG;

X.RNGTYP = MELEE;

X.PRB = PRB\_KNG;

X.CHN = true;

X.PRC = PRC\_OF\_KNG;

X.LOC.X = 0;

X.LOC.Y = 0;

X.MOVEPTS = MAX\_MOVE\_KNG;

X.MAXMOVE = MAX\_MOVE\_KNG;

X.ATK = ATK\_KNG;

X.HP = MAX\_HP\_KNG;

X.MAXHP = MAX\_HP\_KNG;

Push(&S, X);

X.P = 1;

X.TYP = KNG;

X.RNGTYP = MELEE;

X.PRB = PRB\_KNG;

X.CHN = true;

X.PRC = PRC\_OF\_KNG;

X.LOC.X = 1;

X.LOC.Y = 1;

X.MOVEPTS = MAX\_MOVE\_KNG;

X.MAXMOVE = MAX\_MOVE\_KNG;

X.ATK = ATK\_KNG;

X.HP = MAX\_HP\_KNG;

X.MAXHP = MAX\_HP\_KNG;

Push(&S, X);

MakeMATRIKS(10,10,&M);

Pop(&S, &M, &Xtemp);

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

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

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

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

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

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

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

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

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

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

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

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

return 0;

}