/\* Nama file : driver\_turnqueue.c \*/

#include "turnqueue.h"

#include "gameproperty.h"

#include <stdio.h>

#include <stdlib.h>

int main() {

TurnQueue Q;

int id;

Player pl;

InitializeTurnQueue(&Q);

scanf("%d", &id);

while (id != -999) {

Player pla;

pla.ID = id;

AddQ(&Q, pla);

scanf("%d", &id);

}

while (!IsQueueEmpty(Q)) {

DelQ(&Q, &pl);

printf("Player %d deleted\n", pl.ID);

}

return 0;

}