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/* inventory.h
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 * ECE 2230
 * Section 001
 * Spring 2017
 * Programming Assignment #1
 * Due on 1/23/17 at 11:30 PM
 * Professor Walt Ligon
 */

#define ISIZE 100

// Structure definitions
struct inventory_item {
    int item_key;
    int item_type;
    char description[15];
    float power;
    int modifier;
};

struct inventory {
    int cursor;
    struct inventory_item *slot[ISIZE];
};

// Function prototypes
struct inventory *inventory_create();
int inventory_add(struct inventory *inv, struct inventory_item *invitem);
struct inventory_item *inventory_lookup(struct inventory *inv, int key);
int inventory_delete(struct inventory *inv, int key);
struct inventory_item *inventory_first(struct inventory *inv);
struct inventory_item *inventory_next(struct inventory *inv);
int inventory_destroy(struct inventory *inv);
```