

```

// Nim.h: interface for the Nim class.
//
////////////////////////////////////
#if !defined(AFX_NIM_H__6F6AABA7_60F4_4C4D_B8F4_F37712AB2E18__INCLUDED_)
#define AFX_NIM_H__6F6AABA7_60F4_4C4D_B8F4_F37712AB2E18__INCLUDED_

#if _MSC_VER > 1000
#pragma once
#endif // _MSC_VER > 1000

#include <string>

using namespace std;

class Nim
{
    struct data
    {
        string playername;
        int wins;
        int losses;
        int score;
    };

private:
    data playerinfo;
    data *ptr;

public:
    Nim(char name[]);
    ~Nim();
    void random(int &currentvalue, int low, int high);
    void GameMenu();
    void HighScores(int index, string &name, int &wins, int &losses, int &score);
    bool CheckWinner(int currentvalue, int turn);
    bool CheckHighScore(int &position);
};

#endif // !defined(AFX_NIM_H__6F6AABA7_60F4_4C4D_B8F4_F37712AB2E18__INCLUDED_)

```