

```
1: #include <stdlib.h>
2: #include <stdio.h>
3: #include <time.h>
4: #include <string.h>
5: #include <sys/stat.h> //For getting information about files
6: #include "animals.h"
7: #include "util.h"
8:
9: #define SAVEFILE "savefile.txt"
10:
11: int main(int argc, char** argv)
12: {
13:     Node * root = NULL;
14:
15:     //Do I have a savefile to load from?
16:     struct stat statb;
17:     if(stat(SAVEFILE, &statb))
18:     {
19:         //No save file. Let's create one.
20:         Save(AnimalsTest(), SAVEFILE);
21:     }
22:
23:     //Load my data
24:     root = Load(SAVEFILE);
25:
26:     //Play the game for a round
27:     do
28:         PlayRound(root);
29:     while(GetYorN("Play Again?"));
30: #ifdef _DEBUG //Print state of tree if we're in debug mode
31:     PrintTree(root, 0);
32: #endif
33:     //Save current state, clean up and leave
34:     Save(root, SAVEFILE);
35:     root = Delete(root);
36:
37:     return EXIT_SUCCESS;
38: }
```