

```
1  #define FALSE 0
2  #define TRUE 1
3  #define BUFFER_SIZE 256
4  #define ALIVE_CELL 'X'
5  #define DEAD_CELL '-'
6  typedef int bool;
7
8  struct PlayerInfo
9  {
10     char *name;
11     char *date;
12     int numGenerations;
13 };
14
15
```