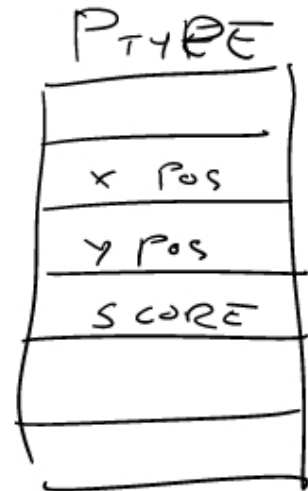


STRUCT: STORES COMPOSITE INFO
OF USER DEFINED TYPE

Player {
- POSITION
 (x, y)
- SCORE
-
}



type def Player PTYPE