```c
 1 /*
 2  * interface.h
 3  * Taylor Cowley and Andrew Okazaki
 4  */
 5
 6 #ifndef INTERFACE_H_
 7 #define INTERFACE_H_
 8
 9
10 #endif /* INTERFACE_H_ */
11
12 // Draws the line at the bottom of the screen
13 void interface_draw_line(uint32_t * framePointer);
14
15 // Draws the "extra life" tanks
16 void interface_draw_tanks(uint32_t * framePointer);
17
```