```c
  1  #ifndef LOGIC_H
  2  #define LOGIC_H
  3
  4  #include <stdbool.h>
  5  #include <SDL2/SDL.h>
  6  #include "types.h"
  7  #include "list.h"
  8
  9  #define MAX_LINE_LENGTH 64
 10  #define DECK_SIZE 52
 11  #define SUIT_SIZE 13
 12
 13  int init_game(Config *config, List *players);
 14
 15  void stack_push(Stack **sp, Card *card);
 16  Card *stack_pop(Stack **sp);
 17
 18  void give_card(Player *player, Megadeck *megadeck);
 19  int create_megadeck(Megadeck *megadeck);
 20
 21  void new_game(List *players, Player *house, Megadeck *megadeck);
 22  void clear_cards_take_bet(List *players, Player *house, Megadeck *megadeck);
 23  void distribute_cards(List *players, Player *house, Megadeck *megadeck);
 24  void find_playing(List *players, Player *house);
 25
 26  List *find_ingame_player(List *players);
 27  List *find_active_human_player(List *players);
 28  List *find_active_player(List *players);
 29
 30  void surrender(List *players, Player *house, Megadeck *megadeck);
 31  bool double_bet(List *players, Player *house, Megadeck *megadeck);
 32  void bet(List *players);
 33  AddPlayerError add_player(List *players, List *old_players, Megadeck *megadeck
    , SDL_Window *window);
 34  void stand(List *players, Player *house, Megadeck *megadeck);
 35  void player_hit(List *players, Player *house, Megadeck *megadeck);
 36  void house_hit(Player *house, Megadeck *megadeck);
 37
 38  void pay_bets(List *players, Player *house);
 39  int count_points(Player *player);
 40  int point_index(int id);
 41
 42  void destroy_list(List *head);
 43  void destroy_stack(Stack **cards);
 44  void destroy_players_list(List *players);
 45
 46  #endif
```