

```

1  #ifndef SDL_H
2  #define SDL_H
3
4  #include <SDL2/SDL.h>
5  #include <SDL2/SDL_ttf.h>
6  #include <SDL2/SDL_image.h>
7  #include "main.h"
8  #include "logic.h"
9  #include "list.h"
10
11 #define STRING_SIZE 100           // max size for some strings
12 #define CARD_WIDTH 67             // card width
13 #define CARD_HEIGHT 97           // card height
14 #define WINDOW_POSX 100          // initial position of the window: x
15 #define WINDOW_POSY 100          // initial position of the window: y
16 #define WIDTH_WINDOW 900         // window width
17 #define HEIGHT_WINDOW 525        // window height
18 #define EXTRASPACE 150
19 #define MARGIN 5
20 #define SEP ((int) (0.95f*WIDTH_WINDOW))
21 // as quatro coordenadas dos retângulos dos jogadores
22 #define PLAYER_RECT_X (SEP/4 - 5) + 10
23 #define PLAYER_RECT_Y ((int) (0.55f*HEIGHT_WINDOW))
24 #define PLAYER_RECT_W SEP/4 - 5
25 #define PLAYER_RECT_H ((int) (0.42f*HEIGHT_WINDOW))
26
27 void InitEverything(int width, int height, TTF_Font **_font, SDL_Surface *_img
[], SDL_Window** _window, SDL_Renderer** _renderer);
28 void InitSDL();
29 void InitFont();
30
31 SDL_Window* CreateWindow(int width, int height);
32 SDL_Renderer* CreateRenderer(int width, int height, SDL_Window *_window);
33
34 int RenderText(int x, int y, const char *text, TTF_Font *_font, SDL_Color *_co
lor, SDL_Renderer* _renderer);
35 void RenderPlayerArea(List *players, SDL_Renderer* _renderer, TTF_Font *_font)
;
36
37 void show_add_player_message(SDL_Window *window);
38 void show_add_player_error_message(SDL_Window *window, AddPlayerError error);
39 void show_add_player_input_message(SDL_Window *window);
40
41 int get_clicked_player();
42
43 int RenderLogo(int, int, SDL_Surface *, SDL_Renderer *);
44
45 void RenderTable(List *players, TTF_Font *_font, SDL_Surface *_img[], SDL_Rend
erer *_renderer);
46
47 void RenderHouseCards(Player *house, SDL_Surface **_cards, TTF_Font *_font, SD
L_Renderer* _renderer);
48 void RenderPlayerCards(List *players, SDL_Surface **_cards, SDL_Renderer* _ren
derer);
49 void RenderCard(int _x, int _y, int _num_card, SDL_Surface **_cards, SDL_Rende
rer* _renderer);
50
51 void LoadCards(SDL_Surface **_cards);
52 void UnloadCards(SDL_Surface **_array_of_cards);
53
54 void render_status(List *players, TTF_Font *_font, SDL_Renderer *renderer);
55
56 // definition of some strings: they cannot be changed when the program is exec
uted !
57 extern const char myName[];
58 extern const char myNumber[];
59
60 #endif

```