

```
1  #ifndef FILE_H
2  #define FILE_H
3
4  #include "logic.h"
5  #define MAX_LINE_LEN 100
6
7  Config *read_player(char *line, Config *game_config, int count);
8  Config *read_config(char *filename);
9
10 void get_line(char buffer[MAX_PLAYER_NAME+2]);
11 void get_new_bet(List *players);
12
13 Player *get_new_player(int pos);
14
15 void write_stats(List *players, Player *house, List *old_players);
16 void write_stats_players(FILE *stats, List *players);
17
18 #endif
```