

```
1  #ifndef EA_H
2  #define EA_H
3
4  #include <stdbool.h>
5  #include "logic.h"
6
7  #define COLUMNS 10
8  #define HARD_LINES 10
9  #define SOFT_LINES 8
10 #define HI_LO // opção que, se definida, ativa a estratégia hi-lo das EAs
11
12 void write_matrix(Move ***matrix, FILE *file, int lines);
13 void destroy_matrix(Move **matrix, int lines);
14
15 Strategy *read_strategy(char *filename);
16 Move get_decision(Player *player, Card *house_card, Strategy *strategy);
17 void ea_make_decision(List *players, Player *house, Megadeck *megadeck, Strategy *strategy);
18
19 void count_cards(Card *new_card, Megadeck *megadeck);
20 void update_count(List *players, Megadeck *megadeck);
21 void hi_lo(Player *player, Megadeck *megadeck);
22
23 #endif
```