

```
1  #ifndef PLAYER_H
2  #define PLAYER_H
3  #include "Player.h"
4  #endif
5  class Collider {
6      private:
7          SDL_Rect* getColliderForStateStabThrowbottle(int curr_sprite, bool headLeft, SDL_Rect* appearance);
8          SDL_Rect* getColliderForStateBlock(int curr_sprite, bool headLeft, SDL_Rect* appearance);
9          SDL_Rect* getColliderForStateIdleHurtWalk(int curr_sprite, bool headLeft, SDL_Rect* appearance);
10         SDL_Rect* getColliderForStateJump(int curr_sprite, bool headLeft, SDL_Rect* appearance);
11         SDL_Rect* getColliderForStateJumpHeadLeft(int curr_sprite, SDL_Rect* appearance);
12         SDL_Rect* getColliderForStateJumpHeadRight(int curr_sprite, SDL_Rect* appearance);
13         SDL_Rect* getColliderForPlayerSwordHeadLeft(int curr_sprite, SDL_Rect* appearance);
14         SDL_Rect* getColliderForPlayerSwordHeadRight(int curr_sprite, SDL_Rect* appearance);
15     public:
16         Collider();
17         SDL_Rect getColliderForPlayer(int state, int curr_sprite, bool headLeft, SDL_Rect appearance);
18         SDL_Rect getColliderForPlayerSword(int state, int curr_sprite, bool headLeft, SDL_Rect appearance);
19     };
```