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////////////////////////////////////
// C++ source code of StockfishEngine.h Version 17.0 at greenchess.com //
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// declare extern c for the c++ compiler so c++ funcs can be used as c funcs //
#ifdef __cplusplus
extern "C" {
#endif

// wrapper to create a new stockfish chess engine //
void *StockfishEngineNew();

// wrapper to initialize the stockfish engine //
void StockfishInitialize(void *Stockfish);

// wrapper to write a command to the chess engine //
void StockfishWrite(void *Stockfish, const char *Command);

// wrapper to find the best stockfish engine move //
char *StockfishFindBestMove(void *Stockfish);

// wrapper to find engine information which includes the principal variation //
char *StockfishGetInfoString(void *Stockfish);

// wrapper to find the engine name //
char *StockfishGetEngineName(void *Stockfish);

// finish extern c for the c++ compiler so c++ funcs can be used as c funcs //
#ifdef __cplusplus
}
#endif
```