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package player;

import player.playeragent.*;

/** The initial Generic Player for SDG... */
public class Bender implements PlayerI{
    private BuyAgent buyAgent = new BuyAgent();
    private CreateAgent createAgent = new CreateAgent();
    private DeliverAgent deliverAgent = new DeliverAgent();
    private FinishAgent finishAgent= new FinishAgent();

    /** Invoked (externally) by the IQ evaluator */
    public Bender(){}

    /** Run (externally) by the administrator when it's 'my' turn */
    public static void main(String[] args){
        new PlayerRunner(args[0],new Bender()).main();
    }

    public String getName(){ return "Bender4"; }

    public BuyAgentI getBuyAgent(){ return buyAgent; }
    public CreateAgentI getCreateAgent(){ return createAgent; }
    public DeliverAgentI getDeliverAgent(){ return deliverAgent; }
    public FinishAgentI getFinishAgent(){ return finishAgent; }
}

```