```
sf::Rect < float >
                         sf::Rect< int >
+ left
                         + left
+ top
                         + top
+ width
                         + width
+ height
                         + height
+ Rect()
                        + Rect()
+ Rect()
                        + Rect()
+ Rect()
                         + Rect()
+ Rect()
                        + Rect()
+ Rect()
                         + Rect()
+ Rect()
                         + Rect()
+ Rect()
                        + Rect()
+ Rect()
                        + Rect()
+ contains()
                         + contains()
+ contains()
                         + contains()
+ intersects()
                         + intersects()
+ intersects()
                         + intersects()
+ getPosition()
                        + getPosition()
+ getSize()
                         + getSize()
                  +bounds
                             +textureRect
                sf::Glyph
               + advance
               + IsbDelta
               + rsbDelta
               + Glyph()
```