

sf::Vector2< unsigned  
int >

+ x  
+ y

+ Vector2()  
+ Vector2()  
+ Vector2()  
+ Vector2()  
+ Vector2()  
+ Vector2()

-m\_size

sf::Image

- m\_pixels

+ Image()  
+ ~Image()  
+ create()  
+ create()  
+ loadFromFile()  
+ loadFromMemory()  
+ loadFromStream()  
+ saveToFile()  
+ saveToMemory()  
+ getSize()  
+ createMaskFromColor()  
+ copy()  
+ setPixel()  
+ getPixel()  
+ getPixelsPtr()  
+ flipHorizontally()  
+ flipVertically()