```
 1: // Copyright 2022 Anson Cheang
 2: #ifndef _HOME_IIFORCE_BADNAME_COMP4_PS3_TRIANGLE_H_  // Triangle_H_
 3: #define _HOME_IIFORCE_BADNAME_COMP4_PS3_TRIANGLE_H_  // Triangle_H_
 4:
 5: #include <string>
 6: #include <cstdlib>
 7: #include <iostream>
 8: #include <SFML/System.hpp>
 9: #include <SFML/Window.hpp>
10: #include <SFML/Graphics.hpp>
11:
12: class Triangle : public sf::Drawable{
13:  public:
14: Triangle(double val, sf::Vector2f position, char color);
15: sf::Vector2f getP1();
16: sf::Vector2f getP2();
17: sf::Vector2f getP3();
18:
19:  private:
20: void draw(sf::RenderTarget& target, sf::RenderStates states) const;
21: double size;
22: sf::Vector2f P1;
23: sf::Vector2f P2;
24: sf::Vector2f P3;
25: sf::ConvexShape shape;
26: };
27:
28:
29: #endif  // _HOME_IIFORCE_BADNAME_COMP4_PS3_TRIANGLE_H_
```