GUI Classes

Button Class public: ButtonClass(const std::string &,int =20,int =200,int = 40); void setSize(int width, int height); void setButton(RenderWindow &); void setPosition(int, int); void setColor(const Color &); void setTextColor(const Color &); void setTextSize(const int &); int handleClickEvent(int, int); void setText(string text); ~ButtonClass(); private: RectangleShape buttonRect; Text buttonText; Font font;

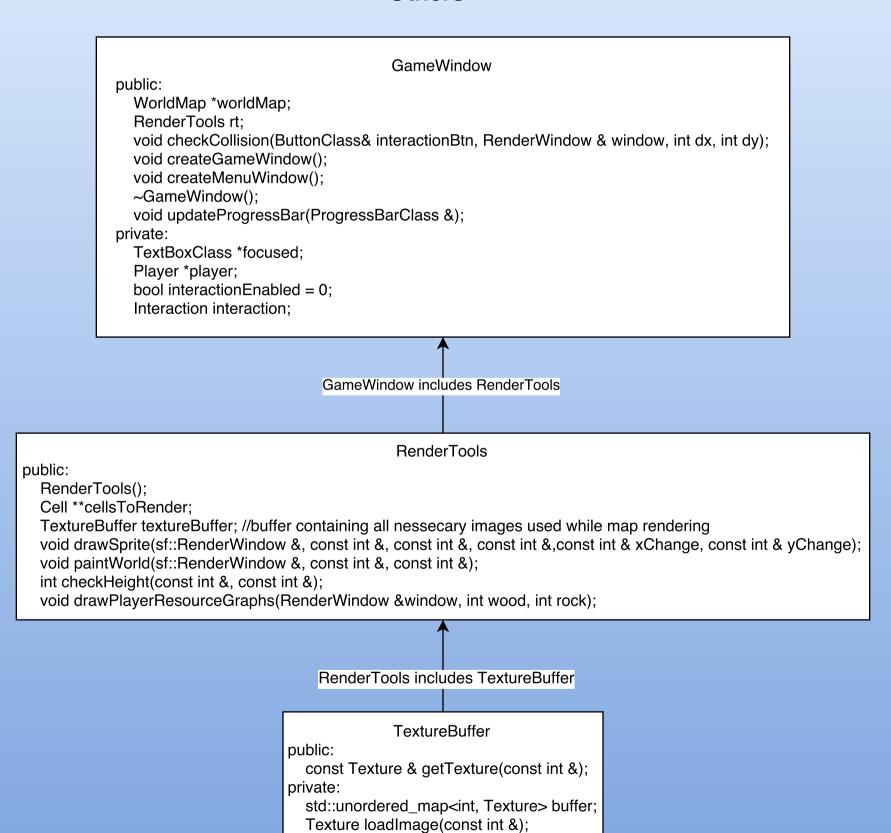
ProgressBarClass private: RectangleShape progressBarShape; RectangleShape progressBar; Text progressText; Font font; int progress; public: ProgressBarClass(string ="", int =200, int =20); void setSize(int width, int height); void setProgressBar(RenderWindow &); void setPosition(int, int); void setColor(const Color &); void setTextColor(const Color &);

void setProgress(float);

LabelClass public: LabelClass(string, int); void setPosition(int, int); void setLabel(RenderWindow &); void setTextColor(Color); void setText(string text); private: string labelText; Font font; Text label;

TextBoxClass public: TextBoxClass(int = 20, int = 250, int = 40, int =32); void setSize(int width, int height); void setTextBox(RenderWindow &); void setPosition(int, int); void setColor(const Color &); void setTextColor(const Color &); void setTextSize(const int &); void setMaxStringLength(int); void enterTextHandler(const Event &); int handleClickEvent(int, int); std::string getContent(); private: std::string textString=""; RectangleShape textbox; Text text; Font font; int maxTextLength;

Others



Map Utils

