```cpp
     1: //////////////////////////////////////////////////////////
     2: //
     3: // Copyright (C) 2014 Maximilian Wagenbach (aka. Foaly) (foaly.f@web.de)
     4: //
     5: // This software is provided 'as-is', without any express or implied warr
anty.
     6: // In no event will the authors be held liable for any damages
     7: // arising from the use of this software.
     8: //
     9: // Permission is granted to anyone to use this software for any purpose,
    10: // including commercial applications, and to alter it and redistribute it
 freely,
    11: // subject to the following restrictions:
    12: //
    13: // 1. The origin of this software must not be misrepresented;
    14: // you must not claim that you wrote the original software.
    15: // If you use this software in a product, an acknowledgment
    16: // in the product documentation would be appreciated but is not required.
    17: //
    18: // 2. Altered source versions must be plainly marked as such,
    19: // and must not be misrepresented as being the original software.
    20: //
    21: // 3. This notice may not be removed or altered from any source distribut
ion.
    22: //
    23: //////////////////////////////////////////////////////////
    24:
    25: #ifndef ANIMATION_INCLUDE
    26: #define ANIMATION_INCLUDE
    27:
    28: #include <vector>
    29: #include <SFML/Graphics/Rect.hpp>
    30: #include <SFML/Graphics/Texture.hpp>
    31:
    32: class Animation {
    33:  public:
    34:     Animation();
    35:
    36:     void addFrame(sf::IntRect rect);
    37:     void setSpriteSheet(const sf::Texture& texture);
    38:     const sf::Texture* getSpriteSheet() const;
    39:     std::size_t getSize() const;
    40:     const sf::IntRect& getFrame(std::size_t n) const;
    41:
    42:  private:
    43:     std::vector<sf::IntRect> m_frames;
    44:     const sf::Texture* m_texture;
    45: };
    46:
    47: #endif
    48: // ANIMATION_INCLUDE
```