```
sf::Rect< T>
              + left
              + top
              + width
              + height
              + Rect()
              + Rect()
              + Rect()
              + Rect()
              + contains()
              + contains()
              + intersects()
              + intersects()
              + Rect()
              + Rect()
              + Rect()
              + Rect()
               < float >
                            < int >
sf::Rect< float >
                          sf::Rect< int >
+ left
                          + left
+ top
                          + top
+ width
                          + width
+ height
                          + height
+ Rect()
                          + Rect()
+ contains()
                          + contains()
+ contains()
                          + contains()
+ intersects()
                          + intersects()
+ intersects()
                          + intersects()
```