

## Button

```
# sf::Text text
# float originalScale
# float currentScale
# bool isAnimating
# float animationSpeed
# const float maxScale
# const float minScale

+ Button(const std::
  string &text, const
  sf::Font &font, float
  x, float y)
+ virtual ~Button()=default
+ virtual void draw(sf
  ::RenderWindow &window)
+ virtual void update
  (sf::Vector2f mousePosition)
+ virtual bool isHovered
  () const
+ virtual bool isClicked
  (sf::Vector2f mousePosition)
  const
+ virtual void animate()
+ void setCharacterSize
  (unsigned int size)
+ void setString(const
  std::string &str)
+ sf::Text & getText()
+ const sf::Text & getText
  () const
```