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class ILib :

    void test():

    State windowOpen():

        Open the window


    State windowClose():

        Close the window


    State windowClear():

        Clear the window (for example put everything black or white)


    State windowDisplay():

        Print the actual window


    bool windowIsOpen():

        Return TRUE if the window is open or False otherwise


    bool windowCloseEvent():

        Return FALSE if the window is open or TRUE otherwise


    bool switchLibEvent():

        Return TRUE if there is a switch event detected, FALSE otherwise


    State initAsset(std::string id, std::string path, int x, int y):

        Create an asset named "id" from "path" with coordinates x and y


    State drawAsset(std::string id):

        Draw the asset named "id"
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State deleteAsset(std::string id):

Delete the asset named "id"

bool leftArrowEvent():

Return TRUE if there is a left arrow pressed event detected, FALSE otherwise

bool rightArrowEvent():

Return TRUE if there is a right arrow pressed event detected, FALSE otherwise

bool upArrowEvent():

Return TRUE if there is a up arrow pressed event detected, FALSE otherwise

bool downArrowEvent():

Return TRUE if there is a down arrow pressed event detected, FALSE otherwise

bool EnterEvent():

Return TRUE if enter is pressed, FALSE otherwise

bool backMenuEvent():

Return TRUE if the back to menu key is pressed, FALSE otherwise

std::string getName():

Return lib's name

State setPos(std::string id, float x, float y):

Set the position of the asset named "id" by x and y

float getPosX(std::string id):

Return the position x of the asset named "id"

float getPosY(std::string id):

Return the position y of the asset named "id"

State windowEvents():

A fonction that exec the Event Listener fonction and keep the result for the others fonctions