

## RectBox

- + int x
- + int y
- + int w
- + int h

- + RectBox(int x, int y, int w, int h)
- + RectBox()
- + bool operator==(const RectBox &other) const
- + bool operator!=(const RectBox &other) const
- + void set(int x, int y, int w, int h)
- + bool hasIntersection(const RectBox &other) const
- + SDL\_Rect toSDLRect() const