CGUIE

```
-m_Font : Font*
-m_RectDest : SDL_Rect
-m_strText : string
-m_Name : const char*
+Draw(in *Renderer)
+CGUIE(in m_Font : Font*, in m_RectDest : SDL_Rect, in _strText : string, in m_Name : const char*)
```

CMenu

```
-m_list : Liste<CGUI>*
-m_Render : SDL_Renderer*
+CMenu()
+Ajouter(in _Element : CGUIE, in _iX : int, in _iY : int, in _iW : int, in _iH : int)
+SetPosOnScreen(in _Name : const char*, in _iX : int, in _iY : int)
+SetSize(in _Name : const char*, in _iW : int, in _iH : int)
+Render(in _Window : SDL_Window*)
```

0..*   0..*

CButton

```
-m_OnClick : void*
-m_Sprite : Sprite*
+CBouton(in _Font : Font*, in _iX : int, in _iY : int, in _strText : const char*, in _Sprite : Sprite*, in _Name : const char*)
```

CListBox

```
-m_Liste : List<CLabel>*
-m_OnClick : void*
+CListBox(in _Font : Font*, in _iX : long, in _iY : int, in _strText : const char*, in _Name : const char*)
```

CLabel

```
+CLabel(in _Font : Font*, in _iX : int, in _iY : int, in _str : const char*, in _Name : const char*)
```

CTextBox

```
-m_OnClick : void*
+CTextBox(in _Font : Font*, in _iX : int, in _iY : int, in _srtText : const char*, in _Sprite : Sprite*, in _Name : const char*)
```

CLabelImage

```
-m_Texture : SDL_Texture*
+CLabelImage(in _Font : Font*, in _iX : int, in _iY : int, in _Text : const char*, in _Name : const char*, in _Texture : SDL_Texture*)
```

CWindow

```
-m_pSDLWindow : SDL_Window*
-m_pSDLRenderer : SDL_Renderer*
-m_uiWindowID : unsigned int
+CWindow(in _uiW : unsigned int, in _uiH : unsigned int)
+Refresh()
```

CTimer

```
-m_uiTicks : unsigned int
-m_uiTimeToElapse : unsigned int
+CTimer()
+Start()
+SetTimer(in _uiTimeToElapse : unsigned int)
+Pause()
+UnPause()
+IsElapsed()
```

CGestionnaireRessource

```
-m_pListe : List<CRessource>*
+AjouterRessource(in _Ressource : CRessource)
+RetirerRessource(in _strNom : const char*)
+ObtenirRessource(in _strName : const char*) : CRessource
```

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0..*

CRessource

```
-m_strName : const char*
```

CSprite

```
-m_Texture : SDL_Texture*
-m_RectSource : SDL_Rect
-m_RectDest : SDL_Rect
-m_pTimer : CTimer
-m_iNbrFrame : int
-m_iCurrentFrame : int
-m_iNbrAnimation : int
-m_iCurrentAnimation : int
-m_iNbrLoop : unsigned int
-m_iCurrentLoop : unsigned int
-boActif : bool
-SetRectSource()
+CSprite(in _strName : const char*, in _Texture : SDL_Texture*, in _iNbrFrame : int, in _iNbrAnimation : int, in _iDelais : int, in _iLoop : int)
+Render(in _Renderer : SDL_Renderer*)
+Accesseurs()
```

CSound

```
-m_pMusic : MixMusic*
-boInitialise : bool
+CSound(in _strName : const char*, in _chrPath : const char*)
+Play(in _iNbrLoop : int)
+Pause()
```

CFont

```
-m_Font : ttf_Font*
-m_Surface : SDL_Surface*
-m_Texture : SDL_Texture*
-m_Color : SDL_Color
-m_Rect : SDL_Rect
+CFont(in _Path : const char*, in _iSize : int, in _strName : const char*)
+RenderText(in _Renderer : SDL_Renderer*, in _Text : const char*)
+Accesseur()
```