

## SideBar

```
+ std::vector< Button > m_buttons
+ SideBar(BuildingType &m_selectedBuildingType)
+ void update(sf::Time t_deltaTime)
+ void render(sf::RenderWindow &m_window)
+ void addBuildingButton(const sf::Texture &texture, BuildingType buildingType, int gridX, int gridY, const std::string &buttonText)
+ void addInfantryButton(const sf::Texture &texture, InfantryType infantryType, int gridX, int gridY, const std::string &buttonText)
+ void addVehicleButton(const sf::Texture &texture, VehicleType vehicleType, int gridX, int gridY, const std::string &buttonText)
+ void addAirCraftButton(const sf::Texture &texture, AirCraftType aircraftType, int gridX, int gridY, const std::string &buttonText)
+ void clearButtons()
+ sf::Vector2f getRefineryIconPosition() const
+ sf::Vector2f getBarracksIconPosition() const
+ sf::Vector2f getVehicleIconPosition() const
+ sf::Vector2f getAirCraftIconPosition() const
+ sf::Vector2f getRiflemanIconPosition() const
+ sf::Vector2f getHarvesterIconPosition() const
+ sf::Vector2f getBuggyIconPosition() const
+ sf::Vector2f getTankAuroraIconPosition() const
+ sf::Vector2f getFirehawkIconPosition() const
+ sf::Vector2f getHammerHeadIconPosition() const
+ const sf::RectangleShape & getSideBarRect() const
+ const sf::Sprite & getSellSprite() const
```