Text Button TTF Font* police -SDL Surface* ButtonSurfa -string s -SDL Texture* ButtonText Graphic -SDL Color color -SDL Rect buttonRect -SDL Surface* TextSurface +virtual void load(SDL_Renderer * r +Button(int x, int y, int w, -SDL Texture* TextTexture +void load(SDL_Renderer -int size +void draw(SDL Renderer -SDL Rect textRect +virtual ~Button(){} +Text(std::string text,SDL +bool pressed(int x, int y) +void load(SDL_Renderer SDI Post got Rutton Post +SDL_Surface * getTextS +void draw(SDL_Renderer **Image** +void drawOnButton(SDL -SDL_Surface * image -SDL_Texture* imageTextur +load(SDL_Renderer * rend +draw(SDL_Renderer * renderer * r

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- -SDL_Window * window
- -SDL_Renderer * renderer
- +Window()
- +~Window()
- +SDL_Window * getWindow
- +SDL_Renderer * getRende

Mouse

SDL_Rect mouseRect
SDL_Texture * cursorTexture
Mouse(SDL_Renderer * render
SDL_Rect update()
void draw(SDL_Renderer * renderer