

```
1: #ifndef TRIANGLE_HPP
2: #define TRIANGLE_HPP
3:
4: #include <cmath>
5: #include <SFML/Graphics.hpp>
6:
7: using sf::ConvexShape;
8: using sf::Vector2f;
9:
10: class Triangle : public sf::Drawable{
11: public:
12:     Triangle(double initX, double initY, double initL);
13: private:
14:     ConvexShape triangle;
15:     double x, y;
16:     double l;
17:     virtual void draw(sf::RenderTarget& target, sf::RenderStates states)
const;
18: };
19:
20: #endif
```