Sprite

Position getPosition();

int getScale();

void setPosition(Position);

void setScale(float);

Position _position;
float _scale;
Texture2D _texture;

IGraphicLib

void initWindow();

void closeWindow()

void startDrawingWindow();

void startDrawingWindow();

void endDrawingWindow();

void endDrawingWindow();

bool windowShouldClose();

Sprite createSprite();

void destroySprite(Sprite);

void setSpriteScale(float);

void setSpritePosition(Position);

float getSpriteScale(Sprite);

Position getSpritePosition(Sprite);