



**Textbox**

```

+Textbox()
+Textbox(sf::String, sf::Font, sf:: Vector2f, unsigned int, unsigned int)
+draw(sf::RenderTarget, sf:: RenderState)
+SetBoxColor(sf:: Color)
+SetTextColor(sf:: Color)
+isEmpty()
+getString()
+changeString()
+setOrigin(sf:: Vector2f)
+getCharSize()
+isVisible()
+setVisible(bool)

#String
#font
#position
#max-length
#char-size
#text
#box
#visible
  
```

**Input**

```

+Input()
+Input(sf:: font&, sf:: Vector2f, unsigned.
int, unsigned int)
+ClickCheck(sf:: Vector2d, Input *&)
+select()
+deselect()
+setstring()
+append(sf:: String)
+pop-back()
+setMaxLength()
+getSize()
-selected
  
```