The IDisplay interafce

The arcade core interacts with an IDisplay interface. This interface is composed of the following member functions.

```
class arc::IDisplay {
public:
    virtual ~IDisplay() = default;
    virtual void clear() = 0;
    virtual void putstr(const std::string &, int x = 0, int y = 0) = 0;
    virtual void putItem(const Item &) = 0;
    virtual void refresh() = 0;
    virtual void setStep(uint) = 0;
    virtual InteractionList getInteractions() = 0;
};
```

Note : used data types are documented in the "arcade_data_types" manual.

Methods description

First and foremost, the constructor of your graphical interface must open handle the initialisation of the display you are implementing.

Following the same logic, the destructor shall destroy the display your constructor initialised.

```
void clear();
```

Clears the screen of anything previously drawn.

```
void putstr(const std::string &, int x = 0, int y = 0);
```

Puts a string at the given position.

```
void putItem(const Item &);
```

Puts an item at its position. Using its `x` and `y` components.

```
void refresh();
```

Refreshes the display: effectively displays the drawn elements using the `put*` functions.

```
void setStep(uint);
```

Informs the graphical library of the size of each grid cell.

```
InteractionList getInteractions();
```

Gets all the interactions that de Display Library could poll.