

```
1: #ifndef ORIGINAL_H
2: #define ORIGINAL_H
3: #include <SFML/Graphics.hpp>
4: #include <vector>
5:
6:
7: class original : public sf::Drawable
8: {
9: public:
10:     //Constructors
11:
12:     //define with side length and depth
13:     original(int size, int depth);
14:
15:     //set up a shape
16:     original(float x1, float y1, float x2, float y2, float x3, float y3, flo
at x4, float y4,
17:             int depth, float size, float height);
18:
19:     //Destructor
20:     ~original();
21:
22:     //Functions
23:
24:
25:
26: private:
27:
28:     void virtual draw(sf::RenderTarget &target, sf::RenderStates states) con
st;
29:     //     float original_depth;
30:     //     float original_size;
31:     //     float original_height;
32:
33: };
34: #endif
```