

# IDisplayModule

IDisplayModule is an abstract class that provides a set of methods to draw shapes, text, and images on the screen, clean the screen, get user inputs, and initialize and destroy the screen.

## Public Methods

The following methods are available in IDisplayModule:

**virtual void initScreen() = 0**

Initializes the screen.

**virtual void destroyScreen() = 0**

Destroys the screen.

**virtual void drawRectangle(int posX, int posY, float width, float height, Color color, Direction direction, std::string textOrPath) = 0**

Draws a rectangle at position (posX, posY) with width width and height height, using the color color and orientation direction. If textOrPath is not empty, the method will try to load an image at that location in “assets” directory and use it to fill the rectangle.

**virtual void drawCircle(int posX, int posY, float width, float height, Color color, Direction direction, std::string textOrPath) = 0**

Draws a circle at position (posX, posY) with width width and height height, using the color color and orientation direction. If textOrPath is not empty, the method will try to load an image at that location in “assets” directory and use it to fill the circle.

**virtual void drawText(int posX, int posY, float width, float height, Color color, Direction direction, std::string textOrPath) = 0**

Draws the text textOrPath at position (posX, posY) with width width and height height, using the color color and orientation direction.

**virtual void cleanScreen() = 0**

Cleans the screen.

**virtual void drawScreen() = 0**

Draws the screen.

**virtual std::vector<int> getInputPressed() = 0**

Gets the list of keys pressed by the user.

**virtual std::vector<MouseButton> getMousePressed() = 0**

Gets the list of mouse inputs made by the user.