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/**
 * @brief Constrcutor Implementation for TextBox class
 * @param win - RenderWindow the TextBox is drawn onto
 * @param pos - the initial position of the TextBox
 * @param size - the initial size of the TextBox
 * @param sfont - the initial font used by the TextBox
 * @param fsize - the initial font size
 * @param fcol - the initial font colour
 * @param background - the initial background colour
 * @param thicc - the padding for the RectangleShape
 */

// Change the way we store the text into a 2d vector of strings

TextBox::TextBox(sf::RenderWindow *win, sf::Vector2f pos, sf::Vector2f size,
                 std::string sfont, int fsize, sf::Color fcol,
                 sf::Color background, float thicc)
    : MyRect(pos, size, background, background, thicc), window{win},
      fname{sfont}, fsize{fsize}, fcol{fcol} {

    /**
     * setting up the text and font
     */
    font.loadFromFile(fname);
    tbox.setFont(font);
    tbox.setCharacterSize(fsize);
    tbox.setFillColor(fcol);
    tbox.setPosition(pos.x, pos.y);
}

```