

```
bool TextBox::isMouseHover() {  
    // checking if the mouse position is in the textbox rectangle  
    sf::Vector2i mousePos{sf::Mouse::getPosition(*window)};  
    sf::Vector2f worldPos{window->mapPixelToCoords(mousePos)}; // turning the pixels into coordinates  
    if (sf::FloatRect::contains(worldPos))  
        return true;  
    return false;  
}
```