```cpp
#include "AutonomousElement.h"
#include <iostream>

/*
 * -----------------------------------------------------------------------------
 * "THE BEER-WARE LICENSE" (Revision 42):
 * Antoine BOULANGÃM-^I & Pierre_Elliot CABRERA wrote this file. As long as you
retain this notice you
 * can do whatever you want with this stuff. If we meet some day, and you think
 * this stuff is worth it, you can buy me a beer in return
 * -----------------------------------------------------------------------------
 */


//======================================
// Constructeur
//======================================
AutonomousElement::AutonomousElement(int x, int y, int w, int h, int mvtX, int m
vtY, int score, TYPES typeElement)
    : MovableElement(x, y, w, h, mvtX, mvtY)
    , _score {score}
    , _type {typeElement}
{}


//======================================
// Accesseurs
//======================================
int AutonomousElement::getScore() const{ return _score; }

TYPES AutonomousElement::getType() const{ return _type; }
```