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AutonomousElement.h

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```
#ifndef AUTONOMOUSELEMENT_H
#define AUTONOMOUSELEMENT_H

#include "MovableElement.h"
#include "Constantes.h"
#include <cstring>
#include <map>

/*
 * -----
 * "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
 * -----
 */

class AutonomousElement : public MovableElement
{
protected:
    int _score;
    TYPES _type;

public:
    //Constructeur
    AutonomousElement(int x, int y, int w, int h, int mvtX, int mvtY, int score,
TYPES typeElement);

    //Destructeur
    ~AutonomousElement() = default;

    //Accesseurs
    int getScore() const;
    TYPES getType() const;
};

#endif // AUTONOMOUSELEMENT_H
```