

May 31, 16 7:55

MenuFixed.h

Page 1/1

```
#ifndef MENU_H
#define MENU_H

#include <iostream>
#include <vector>
#include <SFML/Graphics.hpp>
#include "Constantes.h"
#include "ClickableElement.h"

/*
 * -----
 * "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 MenuFixed{
private:
    int _x, _y, _w, _h;
    std::vector<ClickableElement *> _clickableElements;
    sf::Texture _image;

public:
    //Constructeur
    MenuFixed(sf::Texture image, int x, int y, int w, int h, std::vector <Clicka
bleElement *> clickableElements);

    //Destructeur
    ~MenuFixed();
};

#endif // MENU_H
```