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GraphicElement.h

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#ifndef GRAPHICELEMENT_H
#define GRAPHICELEMENT_H
#include <SFML/Graphics.hpp>
#include "Constantes.h"

/*
 * -----
 * "THE BEER-WARE LICENSE" (Revision 42):
 * Antoine BOULANGÃI & 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 GraphicElement : public sf::Sprite
{
    protected:
        int _x, _y, _w, _h;

    public:
        //Constructeurs
        GraphicElement(const sf::Texture &image, int x, int y, int w, int h, int
nbSpriteHorizontal, int nbSpriteVertical);
        GraphicElement(const sf::Texture &image, int x, int y, int w, int h, boo
l semiTransparent = false);
        GraphicElement(const sf::Texture &image, int w, int h);

        // Destructeur
        virtual ~GraphicElement() = default;

        //Accesseurs
        int getX();
        int getY();
        int getH();
        int getW();

        //Mutateurs
        void setSize(int w, int h);

        //Méthodes
        virtual void draw(sf::RenderWindow *window);
        void synchronize(int x, int y);
        void resize(int w, int h, int nbSpriteHorizontal, int nbSpriteVertical);
        void resize(int w, int h);
};

#endif // GRAPHICELEMENT_H

```