

```

#ifndef NINJA_H
#define NINJA_H

#include "Constantes.h"
#include "MovableElement.h"

/*
 * -----
 * "THE BEER-WARE LICENSE" (Revision 42):
 * Antoine BOULANGAM-^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 Ninja : public MovableElement{

private:

    NINJA_STATUS _status;
    int _time;
    bool _forward;
    bool _toStopX;
    bool _toStopY;
    NINJA_CHANGE_DIRECTION _toChangeDirection;
    int _xBeginJump;
    int _yBeginJump;
    bool _reduction;

public:

    //Constructeur
    Ninja(int x, int y, int w, int h, int mvtX, int mvtY);

    //Destructeur
    ~Ninja() = default;

    //Accesseurs
    bool getDirection() const;
    NINJA_STATUS getStatus() const;
    bool getToStopX() const;
    bool getToStopY() const;
    NINJA_CHANGE_DIRECTION getToChangeDirection() const;

    //Mutateurs
    void setStatus(NINJA_STATUS value);
    void setDirection(bool forward);
    void setToStopX(bool toStop);
    void setToStopY(bool toStop);
    void setToChangeDirection(NINJA_CHANGE_DIRECTION newDirection);
    void setXBeginJump(int value);
    void setYBeginJump(int value);
    void setReduction(int toReduce);

    //Méthodes
    void move() override;
    void jump();
    void soar();
};

#endif // NINJA_H

```