```cpp
#ifndef CLICKABLEELEMENT_H
#define CLICKABLEELEMENT_H

#include "Constantes.h"
#include "GraphicElement.h"

/*
 * ----------------------------------------------------------------------------
 * "THE BEER-WARE LICENSE" (Revision 42):
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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 ClickableElement : public GraphicElement
{
private:

    std::vector<sf::IntRect>_clip_rects;
    BUTTON _id;
    int _x, _y, _w, _h;
    sf::Text _buttonName;
    unsigned int _current_clip_rect;
    bool _checked;

public:
    //Constructeur
    ClickableElement(const std::vector<sf::IntRect> &clipRects, sf::Texture &ima
ge, int x, int y, int w, int h, int nbSpriteHorizontal, int nbSpriteVertical, BU
TTON id, sf::String buttonName, sf::Font *font, float taille, float position);

    //Destructeur
    ~ClickableElement() = default;

    //MÃ©thodes
    void draw(sf::RenderWindow *window) override;
    BUTTON over(int x, int y);
    void ChangeSprite(BUTTON id);
    sf::Text getButtonName() const;
    BUTTON getId() const;
    bool getChecked() const;
    void InverseChecked();
};

#endif // CLICKABLEELEMENT_H
```