```cpp
#include "MenuFixed.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
 * ----------------------------------------------------------------------------
 */


//=====================================
// Constructeurs
//=====================================
MenuFixed::MenuFixed(sf::Texture image, int x, int y, int w, int h, std::vector<
ClickableElement *> clickableElements)
    : _x(x), _y(y), _w(w), _h(h), _clickableElements(clickableElements), _image(
image)
{}


//=====================================
// Destructeur
//=====================================
MenuFixed::~MenuFixed(){
    for(auto it : _clickableElements)
        delete  it;
}
```