

May 31, 16 7:55

MenuSliding.cpp

Page 1/1

```

#include "MenuSliding.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
 * -----
 */

//=====
// Constructeur
//=====
MenuSliding::MenuSliding(SlidingBackground *avant, SlidingBackground *arriere, i
nt x, int y, int w, int h, std::vector<ClickableElement *> clickableElement)
    : _x(x), _y(y), _w(w), _h(h), _avant(avant), _arriere(arriere), _clickableEl
ements(clickableElement)
{}

//=====
// ajoute un bouton au MenuSliding
//=====
void MenuSliding::addClickableElement(ClickableElement *clickableElement){
    _clickableElements.push_back(clickableElement);
}

//=====
// Dessine le MenuSliding
//=====
void MenuSliding::draw(sf::RenderWindow *window){
    _arriere->draw(window);
    _avant->draw(window);
    for (auto it : _clickableElements){
        it->draw(window);
        window->draw(it->getButtonName());
    }
}

//=====
// Accesseurs
//=====
std::vector <ClickableElement *> MenuSliding::getClickableElements(){
    return _clickableElements;
}

```