```cpp
#ifndef MENUSLIDING_H
#define MENUSLIDING_H


#include <iostream>
#include <vector>
#include <SFML/Graphics.hpp>
#include "Constantes.h"
#include "SlidingBackground.h"
#include "ClickableElement.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
 * -------------------------------------------------------------------------------
 */


class MenuSliding
{
private:

    int _x, _y, _w, _h;
    SlidingBackground *_avant;
    SlidingBackground *_arriere;
    std::vector<ClickableElement *> _clickableElements;

public:

    //Constructeur
    MenuSliding(SlidingBackground *avant, SlidingBackground *arriere, int x, int
 y, int w, int h, std::vector <ClickableElement *> clickableElement);

    //Destructeur
    ~MenuSliding() = default;

    //MÃ©thodes
    void addClickableElement(ClickableElement *clickableElement);
    std::vector <ClickableElement *> getClickableElements();
    void draw (sf::RenderWindow * window);
};

#endif // MENUSLINDING_H#ifndef MENUSLIDING_H
```