```cpp
#include "SlidingBackground.h"
#include <iostream>

/*
 * ----------------------------------------------------------------------------
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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
 * ----------------------------------------------------------------------------
 */

//======================================
// Constructeur
//======================================
SlidingBackground::SlidingBackground(sf::Texture &image, int w, int h, unsigned
int speed, bool semiTransparent)
    : _left(image, 0, 0, w, h, semiTransparent)
    , _right(image, w, 0, w, h, semiTransparent)
    , _speed{speed}
    , _height{h}
    , _width{w}
{}

//======================================
// Dessine le fond animÃ©
//======================================
void SlidingBackground::draw(sf::RenderWindow * window){

    sf::IntRect visibleWindow(0, 0, SCREEN_WIDTH, SCREEN_HEIGHT);

    _right.synchronize(_right.getX() - _speed, 0);
    _left.synchronize(_left.getX() - _speed, 0);

    _left.draw(window);
    _right.draw(window);

    if(!visibleWindow.contains(sf::Vector2i(_left.getX() + _left.getW(), _left.g
etY())))){
        int shift = _left.getX() + _left.getW();
        _left.synchronize(shift, 0);
        _right.synchronize(_width + shift, 0);
    }
}

//======================================
// Ajoute une valeur Ã  la vitesse du fond animÃ©
//======================================
void SlidingBackground::addSpeed(unsigned int speed){
    _speed += speed;
    if(_speed > 40)
        _speed = 40;
}
```