```cpp
#ifndef SLIDINGBACKGROUND_H
#define SLIDINGBACKGROUND_H

#include "GraphicElement.h"
#include "Constantes.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 SlidingBackground
{
private:
    GraphicElement _left;
    GraphicElement _right;

    unsigned int _speed;
    int _height;
    int _width;

public:

    //Constructeur
    SlidingBackground(sf::Texture &image, int w, int h, unsigned int speed, bool
 semiTransparent = false);

    //Destructeur
    ~SlidingBackground() = default;

    //Méthodes
    void draw(sf::RenderWindow *window);
    void addSpeed(unsigned int speed);
};

#endif // SLIDINGBACKGROUND_H
```