

```

#ifndef MOVABLEELEMENT_H
#define MOVABLEELEMENT_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 MovableElement
{
protected:
    int _x, _y, _w, _h, _mvtX, _mvtY;

public:

    //Constructeur
    MovableElement(int x, int y, int w, int h, int mvtX, int mvtY);
    virtual ~MovableElement() = default;

    // Accesseurs
    int getX() const;
    int getY() const;
    int getW() const;
    int getH() const;
    int getMvtX() const;
    int getMvtY() const;

    // Mutateurs
    void setMvtX(int value);
    void setMvtY(int value);

    // MÃethodes
    virtual void move();
    bool collision(MovableElement * other) const;
};

#endif // MOVABLEELEMENT_H

```