

```
1 #include <SDL.h>
2
3 class Window {
4     private:
5         static Window* window;
6         SDL_Window* sdl_window;
7         SDL_Renderer* renderer;
8         int window_size_w;
9         int window_size_h;
10        bool fullscreen;
11        Window();
12    public:
13        static Window* getInstance();
14        bool setWindowAndRenderer(SDL_Window* window, SDL_Renderer*
15                                renderer);
16        bool setSize(int w, int h);
17        bool setFullscreen(bool fullscreen);
18        SDL_Window* getSDL_Window();
19        SDL_Renderer* getRenderer();
20        bool isFullscreen();
21        int getWindowSizeH();
22        int getWindowSizeW();
23        ~Window();
24 };
25
```