

```
1 #ifndef ABSTRACTTEXTURE_H
2 #define ABSTRACTTEXTURE_H
3 #include "AbstractTexture.h"
4 #endif
5 #include "SDL.h"
6 #include <stdio.h>
7 #include <string>
8 #include "Bat.h"
9 #include <array>
10 #ifndef LEVELEMENTINTERFACE_H
11 #define LEVELEMENTINTERFACE_H
12 #include "LevelElementInterface.h"
13 #endif
14
15 class Background : public AbstractTexture, public LevelElementInterface {
16 private:
17     std::array<SDL_Texture*, 6> far_buildings; //First one is the current  ➤
18         shown Texture
19     std::array<SDL_Texture*, 26> foregrounds; //First one is the current  ➤
20         shown Texture
21     std::array < Bat*, 6 > bats;
22     SDL_Texture* backgroundTX;
23     int far_buildings_ticker;
24     int foreground_ticker;
25     bool filling_up_the_bottle;
26 public:
27     Background();
28     ~Background();
29     //LevelElementInterface
30     void render();
31     void tick();
32     void restart();
33     void close();
34     bool loadMedia();
35     std::string getType(); //returns "PLAYERRIGHT", "PLAYERLEFT", "BOTTLE", ➤
36         "BACKGROUND"
37     Bottle* spawnBottle();
38     void checkInput();
39     std::string isDead(); //returns "NOTDEAD", "DEADPLAYER", "BROKENBOTTLE"
40 };
41
```