```cpp
1  #include <string>
2  #ifndef ABSTRACTTEXTURE_H
3  #define ABSTRACTTEXTURE_H
4  #include "AbstractTexture.h"
5  #endif
6
7  class Bat : public AbstractTexture {
8
9  private:
10      static Uint8 bat_count;
11      SDL_Texture* batTx;
12      int z_index;
13      int ticked;
14      int curr_tx;
15      bool flipped;
16      int speed;
17  public:
18      Bat();
19      ~Bat();
20      int getZIndex();
21      bool loadMedia();
22      void render();
23      void renderFlipped();
24      void renderUnflipped();
25      void tick();
26      void flipIfNecessary();
27      void restart();
28  };
```