```cpp
1  #ifndef MENUITEMINTERFACE_H
2  #define MENUITEMINTERFACE_H
3  #endif
4  #include "string"
5
6  class MenuItemInterface {
7      public:
8          virtual bool loadMedia() = 0;
9          virtual void render() = 0;
10         virtual void tick() = 0;
11         virtual void setX(int x) = 0;
12         virtual void setY(int y) = 0;
13         virtual int getX() = 0;
14         virtual int getY() = 0;
15         virtual int getW() = 0;
16         virtual int getH() = 0;
17         virtual void free() = 0;
18         virtual std::string getType() = 0;
19 };
20
```