

```
1 #ifndef ABSTRACTTEXTURE_H
2 #define ABSTRACTTEXTURE_H
3 #endif
4 #include <string>
5 #include <SDL.h>
6 #include "SDL_image.h"
7
8 class AbstractTexture {
9     protected:
10         SDL_Rect appearance;
11     public:
12         AbstractTexture();
13         ~AbstractTexture();
14         SDL_Texture* loadTexture(std::string path);
15         virtual bool loadMedia() = 0;
16 };
```