```cpp
1  #ifndef MENUCURSOR_H
2  #define MENUCURSOR_H
3  #endif
4  #ifndef MENUITEMINTERFACE_H
5  #define MENUITEMINTERFACE_H
6  #include "MenuItemInterface.h"
7  #endif
8  #ifndef ABSTRACTTEXTURE_H
9  #define ABSTRACTTEXTURE_H
10 #include "AbstractTexture.h"
11 #endif
12 #include "SDL.h"
13 #include "SDL_image.h"
14
15 class MenuCursor : public MenuItemInterface, public AbstractTexture{
16     private:
17         SDL_Texture* cursor_tx;
18         int ticked;
19         bool left;
20         int tick2;
21     public:
22         MenuCursor();
23         ~MenuCursor();
24         bool loadMedia();
25         void tick();
26         void render();
27         void free();
28         void setX(int x);
29         void setY(int y);
30         int getX();
31         int getY();
32         int getW();
33         int getH();
34         std::string getType();
35 };
36
```