```cpp
 1  #ifndef MENUCONTROLSTEXTURE_H
 2  #define MENUCONTROLSTEXTURE_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
13  class MenuControlsTexture : public MenuItemInterface, public           ⮐
      AbstractTexture {
14      private:
15          SDL_Texture* controls_tx;
16          std::string path;
17      public:
18          MenuControlsTexture(std::string path);
19          ~MenuControlsTexture();
20          void free();
21          bool loadMedia();
22          void render();
23          void tick();
24          void setX(int x);
25          void setY(int y);
26          int getX();
27          int getY();
28          int getW();
29          int getH();
30          std::string getType();
31  };
32
```