

```
1  #ifndef OBSERVABLECOLLISIONDETECTION_H
2  #define OBSERVABLECOLLISIONDETECTION_H
3  #endif
4  #ifndef OBSERVABLE_H
5  #define OBSERVABLE_H
6  #include "Observable.h"
7  #endif
8
9  class ObservableCollisionDetection : public Observable {
10     private:
11         ObservableCollisionDetection();
12         static ObservableCollisionDetection* cd;
13         bool collisionBetween(SDL_Rect* a, SDL_Rect* b);
14         bool intersect(int start1, int end1, int start2, int end2);
15     public:
16         static ObservableCollisionDetection* getInstance();
17         ~ObservableCollisionDetection();
18         void checkCollisions();
19 };
```