

```
1  #ifndef MENU_H
2  #define MENU_H
3  #include "Menu.h"
4  #endif
5  #ifndef MENUTEXTURE_H
6  #define MENUTEXTURE_H
7  #include "MenuTexture.h"
8  #endif
9  #ifndef MENUCURSOR_H
10 #define MENUCURSOR_H
11 #include "MenuCursor.h"
12 #endif
13 #ifndef MENUCONTROLSTEXTURE_H
14 #define MENUCONTROLSTEXTURE_H
15 #include "MenuControlsTexture.h"
16 #endif
17 #include "vector"
18
19 class Menu {
20     private:
21         //Variables
22         std::vector<MenuItemInterface*> menu_items;
23         std::vector<MenuItemInterface*> unused_menu_items;
24         bool running;
25         bool firstMenuOptionPickedFlag;
26         int distance_between_menu_option;
27         int curr_cursor_pos;
28         //Methods
29         void render();
30         void tick();
31         void input();
32         void moveCursor(std::string input);
33     public:
34         Menu();
35         bool show(int flag); //false for [exit], true for [Continue or ↗
            Start new Game or Restart]
36         bool loadMedia();
37         bool init();
38         void changeFirstMenuItemTo(int x);
39         void close();
40         enum used_menu_items {CONTINUE, RESTART, STARTGAME};
41 };
42
```