

```
1  #ifndef HEALTHBAR_H
2  #define HEALTHBAR_H
3  #endif
4  #include "SDL.h"
5  #include <array>
6
7  class Healthbar{
8      private:
9          SDL_Rect appearance;
10         SDL_Color color;
11         bool left;
12         std::array<double, 3> stats; //{HEALTH, MAX_HEALTH, PERCENTAGE}
13     public:
14         Healthbar(bool left);
15         ~Healthbar();
16         void setColor();
17         bool isEmpty();
18         void render();
19         void refill();
20         bool takeDamage(double damage);
21 };
22
23
```