

```
1  #ifndef WORLD_HPP
2  #define WORLD_HPP
3
4  #include "Snake.hpp"
5
6  class World
7  {
8      public:
9          /** Default constructor */
10         World(sf::Vector2u l_windowSize);
11         /** Default destructor */
12         ~World();
13
14         int GetBlockSize();
15         void RespawnApple();
16         void Update(Snake& l_player);
17         void Render(sf::RenderWindow& l_window);
18
19     protected:
20
21     private:
22         sf::Vector2u m_windowSize;
23         sf::Vector2i m_item;
24         int m_blockSize;
25
26         sf::CircleShape m_appleShape;
27         sf::RectangleShape m_bounds[4];
28     };
29
30 #endif // WORLD_HPP
```