**Menu Class**

https://www.youtube.com/watch?v=4Vg9d1pjL20&index=51&list=PLRtjMdoYXLf776y4K432eL\_qPw4na\_py3

**3rd class – Main.h:**

#pragma once

#ifndef MENU\_H

#define MENU\_H

#include "SFML/Graphics.hpp"

#define MAX\_NUMBER\_OF\_ITEMS 3

class Menu

{

public:

Menu(float width, float height);

~Menu();

void draw(sf::RenderWindow &window);

void MoveUp();

void MoveDown();

int GetPressedItem() { return selectedItemIndex; }

private:

int selectedItemIndex;

sf::Font font;

sf::Text menu[MAX\_NUMBER\_OF\_ITEMS];

};

#endif

**2nd class – Main.cpp:**

#include "stdafx.h"

#include <iostream>

#include "Menu.h"

Menu::Menu(float width, float height)

{

font.loadFromFile("arial.ttf");

menu[0].setFont(font);

menu[0].setFillColor(sf::Color::Red);

menu[0].setString("Play");

menu[0].setPosition(sf::Vector2f(width / 2, height / (MAX\_NUMBER\_OF\_ITEMS + 1) \* 1));

menu[1].setFont(font);

menu[1].setFillColor(sf::Color::White);

menu[1].setString("Options");

menu[1].setPosition(sf::Vector2f(width / 2, height / (MAX\_NUMBER\_OF\_ITEMS + 1) \* 2));

menu[2].setFont(font);

menu[2].setFillColor(sf::Color::White);

menu[2].setString("Exit");

menu[2].setPosition(sf::Vector2f(width / 2, height / (MAX\_NUMBER\_OF\_ITEMS + 1) \* 3));

selectedItemIndex = 0;

}

Menu::~Menu()

{

}

void Menu::draw(sf::RenderWindow &window)

{

for(int i = 0; i < MAX\_NUMBER\_OF\_ITEMS; i++)

{

window.draw(menu[i]);

}

}

void Menu::MoveUp()

{

if (selectedItemIndex - 1 >= 0)

{

menu[selectedItemIndex].setFillColor(sf::Color::White);

selectedItemIndex--;

menu[selectedItemIndex].setFillColor(sf::Color::Red);

}

}

void Menu::MoveDown()

{

if (selectedItemIndex + 1 < MAX\_NUMBER\_OF\_ITEMS)

{

menu[selectedItemIndex].setFillColor(sf::Color::White);

selectedItemIndex++;

menu[selectedItemIndex].setFillColor(sf::Color::Red);

}

}

**1st class – ConsoleApplication2:**

#include "stdafx.h"

#include "SFML/Graphics.hpp"

#include "Menu.h"

#include <iostream>

#include <windows.h>

int main()

{

sf::RenderWindow window (sf::VideoMode(640, 480), "SFML works!");

Menu menu(window.getSize().x, window.getSize().y);

while (window.isOpen()) {

sf::Event event;

while (window.pollEvent(event))

{

switch (event.type)

{

case sf::Event::KeyPressed:

switch (event.key.code)

{

case sf::Keyboard::Up:

menu.MoveUp();

break;

case sf::Keyboard::Down:

menu.MoveDown();

break;

case sf::Keyboard::Return:

switch (menu.GetPressedItem()) {

case 0:

std::cout << "Play clicked" << std::endl;

break;

case 1:

std::cout << "Options clicked" << std::endl;

break;

case 2:

window.close();

break;

}

break;

}

break;

case sf::Event::Closed:

window.close();

break;

}

}

window.clear();

menu.draw(window);

window.display();

}

}

**Result**

