```
 1: //Adam Baptista
 2:
 3: #include <SFML/Graphics.hpp>
 4:
 5: int main()
 6: {
 7:         sf::RenderWindow window(sf::VideoMode(1000, 1000), "Adam_BaptistaPS0
");
 8:         sf::CircleShape shape(50.f);
 9:         shape.setFillColor(sf::Color::Red);
10:
11:         sf::Texture texture;
12:         if (!texture.loadFromFile("sprite.jpg"))
13:                 return EXIT_FAILURE;
14:         shape.setTexture(&texture);
15:         shape.setPosition(500, 500);
16:         shape.setOrigin(25, 25);
17:
18:
19:         while (window.isOpen())
20:         {
21:                 sf::Event event;
22:                 while (window.pollEvent(event))
23:                 {
24:                         if (event.type == sf::Event::Closed)
25:                                 window.close();
26:                         if (sf::Keyboard::isKeyPressed(sf::Keyboard::Left))
27:                         {
28:                                 shape.setFillColor(sf::Color::Blue);
29:                                 shape.move(-5, 0);
30:                         }
31:                         else if (sf::Keyboard::isKeyPressed(sf::Keyboard::Ri
ght))
32:                         {
33:                                 shape.setFillColor(sf::Color::Green);
34:                                 shape.move(5, 0);
35:                         }
36:                         else if (sf::Keyboard::isKeyPressed(sf::Keyboard::Up
))
37:                         {
38:                                 shape.setFillColor(sf::Color::Red);
39:                                 shape.move(0, -5);
40:                         }
41:                         else if (sf::Keyboard::isKeyPressed(sf::Keyboard::Do
wn))
42:                         {
43:                                 shape.setFillColor(sf::Color::Yellow);
44:                                 shape.move(0, 5);
45:                         }
46:                         else if (sf::Keyboard::isKeyPressed(sf::Keyboard::Sp
ace))
47:                                 shape.setPosition(500, 500);
48:                         else if (sf::Keyboard::isKeyPressed(sf::Keyboard::Es
cape))
49:                                 window.close();
50:                         else
51:                                 shape.setFillColor(sf::Color::White);
52:
53:                 }
54:
55:                 window.clear();
```

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56:                window.draw(shape);
57:                window.display();
58:        }
59:
60:        return 0;
61: }
```