**PS0** **Hello World with SFML**

This is the first assignment and the purpose was making me to get use to the SFML library for C++. Since I have completed the Computing 3 which learned about structure in C++ so this is not really hard to pick up the objects in SFML. I have spent few hours to read the SFML and the assignment requires so I have a good understand what I really need to do.

A part of the assignment was setup a Linux machine and install SFML library. Since I’m using MAC and I had an IT degree so it is not really difficult to build the SMFL environment in hour.

I have spent like two hours to read the SFML library and the example code that available on the sfml-dev website. So I tried to run few examples code before I can do the assignment.

This assignment is was a simple movement of SFML that using the Up, Down, Left, and Right key on keyboard to make the object moves in the SFML windows. To make this assignment more interesting, I had make a Blue Dot was random moving inside the wall and I used the Son-goku as a sprite object that chasing the Blue Dot.

Since this is just an assignment to let me get use to the SFML, so there was no advance algorithms or data structures for this assignment.

Output:

