ПРИЛОЖЕНИЕ 1 (ОБЯЗАТЕЛЬНОЕ) – ЛИСТИНГ ПРОГРАММЫ

```cpp
#include "AuthWindow.hpp"
#include "User.hpp"
#include "Game.hpp"
#include "Records.hpp"
#include <iostream>
#include <stdexcept>
#include <filesystem>

using namespace std;
namespace fs = std::filesystem;

AuthWindow::AuthWindow()                                        :
window(sf::VideoMode::getFullscreenModes()[0],               "Authorization",
sf::Style::Fullscreen),
        currentState(WindowState::MAIN),              isUsernameActive(false),
isPasswordActive(false), isPasswordVisible(false),
        cursorBlinkTime(0), showCursor(true), selectedMap(1),
        isDraggingMusicSlider(false),                isDraggingEffectsSlider(false),
selectedCharacter(0) {

    try {
        // Initialize text rendering settings
        sf::ContextSettings settings;
        settings.antialiasingLevel = 8;
        window.create(sf::VideoMode::getFullscreenModes()[0], "Authorization",
sf::Style::Fullscreen, settings);

        window.setFramerateLimit(60);

        // Load font with error handling
        string fontPath = "/System/Library/Fonts/Supplemental/Arial Black.ttf";
        if (!fs::exists(fontPath)) {
            fontPath = "/usr/share/fonts/truetype/dejavu/DejaVuSans.ttf";
            if (!fs::exists(fontPath)) {
                throw runtime_error("Could not find DejaVu Sans font in standard
locations");
            }
```