# SFML code

# Main.cpp

#include<iostream>

#include"SFML\Graphics.hpp"

#include"menu.h"

int main() {

sf::RenderWindow window(sf::VideoMode(600, 600), "SFML WORK!");

Menu Menu1(window.getSize().x, window.getSize().y);

while (window.isOpen())

{

sf::Event evnt;

while (window.pollEvent(evnt))

{

switch (evnt.type)

{

case sf::Event::KeyReleased:

switch (evnt.key.code)

{

case sf::Keyboard::Up:

Menu1.MoveUp();

break;

case sf::Keyboard::Down:

Menu1.MoveDown();

break;

case sf::Keyboard::Return:

switch (Menu1.GetPressedItem())

{

case 0:

std::cout << "Admin button has been pressed" << std::endl;

break;

case 1:

std::cout << "User button has been pressed" << std::endl;

break;

case 2:

window.close();

break;

}

break;

}

break;

case sf::Event::Closed:

window.close();

break;

}

}

window.clear();

Menu1.draw(window);

window.display();

}

return 0;

}

## Menu.cpp

#include "menu.h"

Menu::Menu(float width, float height)

{

if (!font.loadFromFile("arial.ttf"))

{

// handle error

}

menu[0].setFont(font);

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

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

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

menu[1].setFont(font);

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

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

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

menu[2].setFont(font);

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

selectedItemIndex--;

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

}

}

void Menu::MoveDown()

{

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

{

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

selectedItemIndex++;

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

}

}

menu.h

#pragma once

#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];

};