

OOP Lab Final term Examination (Regular, All Sections)

3rd Semester, Fall 2020

Date: 22nd Mar, 2021

Note 1: These activities involve **SFML**, which is **Simple and Fast Multimedia Library**. It is an object-oriented, cross-platform solution that facilitates gaming and multimedia applications development in C++ language. It consists of five modules: system, window, graphics, audio, and network. The current version is 2.5.1 (<https://www.sfml-dev.org/documentation/2.5.1/>).

Note 2: To interface SFML with C++, I've provided all the required material along with video tutorial in Gaming Lab (Part 1- Configuration) in Google Classroom. To complete this lab examination, you must watch and interface SFML with C++.

Activity#1a

Watch the video tutorial to make **Doodle Game**. Show the game to instructor in Google Meet. You are encouraged to make changes in it such as changes in background, characters, audio, and levels etc.

Activity#1b

Furnish a detailed word document in your own words consisting of images of **Doodle Game** and **SFML** covering following classes & their functions used in it:

- **RenderWindow**
- **VideoMode**
- **SoundBuffer**
- **Sound**
- **Texture**
- **Sprite**
- **Font**
- **Event**
- **ostringstream**

To do so, you can use the following link:

- 1) <https://www.sfml-dev.org/documentation/2.5.1/>
- 2) <https://www.sfml-dev.org/tutorials/2.5/>
- 3) <https://www.sfml-dev.org/learn.php>

Thank you.

All the best.