

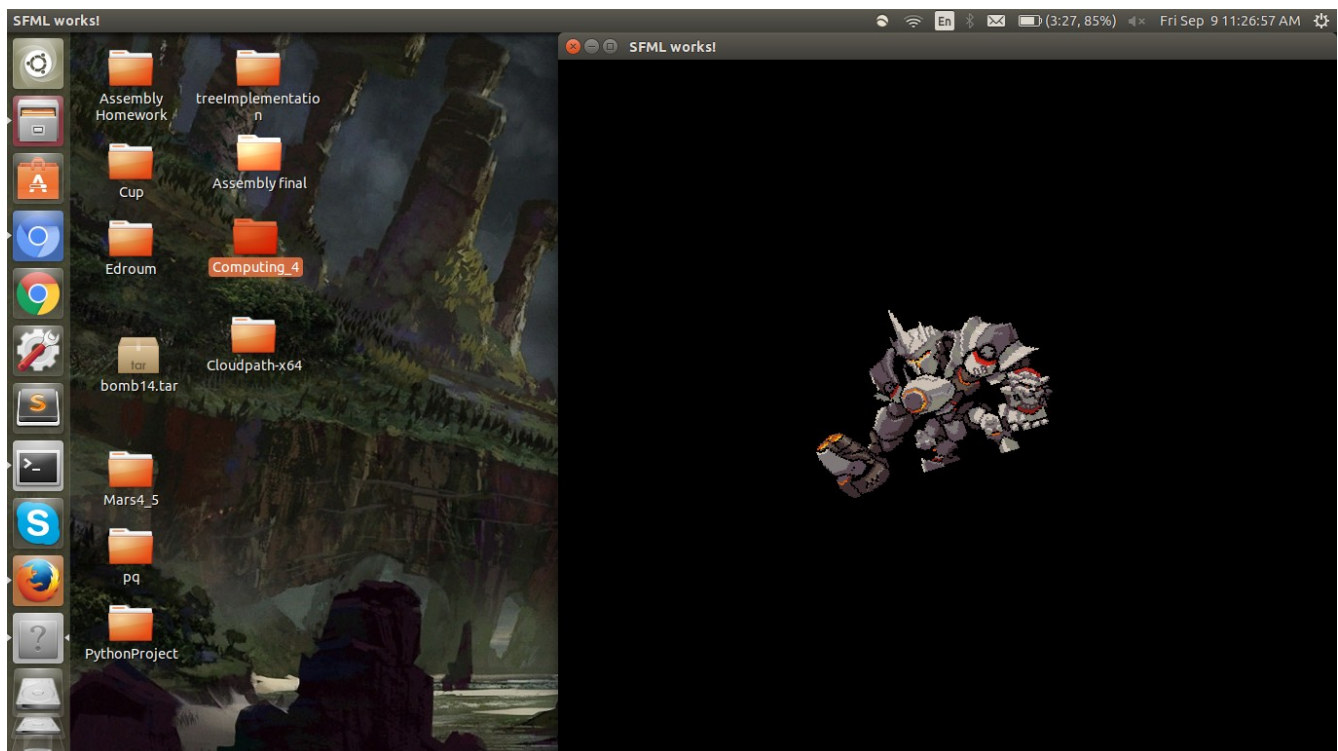
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PS0: Hello World with SFML

The assignment PS0 was to get familiar with our build environment and learn SFML. I accomplished this task by learning the documentation of SFML and was able to use keystrokes to move a picture in a window. We did not use any algorithms that were central to the assignment. It was not needed.

I learned in this assignment on what necessary libraries were needed to complete PS0. Understanding what each library offers and how I can use them in the future. For example, I learned how to use the `sf::Keyboard` function. Also understand more on how to insert pictures onto a window.



```
1: /*
2: Name: Albara Mehene
3: Date:9/8/2016
4: Computing IV
5: To move the sprite use arrow keys. To rotate it, use the A and S keys.
6: */
7:
8:
9:
10:
11: #include <SFML/Graphics.hpp>
12:
13: int main()
14: {
15:     sf::RenderWindow window(sf::VideoMode(800, 800), "SFML works!");
16:     /*sf::CircleShape shape(100.f);
17:     shape.setFillColor(sf::Color::Green);*/
18:     sf::Texture texture;
19:     //This sprite source is from a game called Overwatch. All credit goes to
Blizzard Entertainment & Overwatch.http://Overwatch.com
20:     if(!texture.loadFromFile("sprite.png"))
21:         return EXIT_FAILURE;
22:     sf::Sprite sprite(texture);
23:     int x ,y;
24:     x = 200;
25:     y = 200;
26:     sprite.setPosition(x,y);
27:
28:     //loop
29:     while (window.isOpen())
30:     {
31:         sf::Event event;
32:         while (window.pollEvent(event)){
33:
34:             if (event.type == sf::Event::Closed)
35:                 window.close();
36:         }
37:         if(sf::Keyboard::isKeyPressed(sf::Keyboard::Up))
38:             sprite.move(0,-3);
39:
40:         if(sf::Keyboard::isKeyPressed(sf::Keyboard::Down))
41:             sprite.move(0,3);
42:
43:         if(sf::Keyboard::isKeyPressed(sf::Keyboard::Left))
44:             sprite.move(-3,0);
45:
46:         if(sf::Keyboard::isKeyPressed(sf::Keyboard::Right))
47:             sprite.move(3,0);
48:
49:         if(sf::Keyboard::isKeyPressed(sf::Keyboard::A))
50:             sprite.rotate(-3);
51:
52:         if(sf::Keyboard::isKeyPressed(sf::Keyboard::S))
53:             sprite.rotate(3);
54:
55:         window.clear();
56:         window.draw(sprite);
57:         window.display();
58:
59:
60:
```

```
61:
62:     }
63:
64:     return 0;
65: }
```