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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.

