Albara Mehene
COMP IV: Project Portfolio
Fall 2016

Contents:

PS0: *Hello World with SFML*

       The assignment PS0 was to get familiar with out 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 was central to the assignment. It was not needed.

       I learned in this assignment on what necessary libraries 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.