Codi Programa

#include <math.h>

#include "SDL/include/SDL.h"

#pragma comment( lib, "SDL/libx86/SDL2.lib" )

#pragma comment( lib, "SDL/libx86/SDL2main.lib" )

#define WINDOW\_WIDTH 640

#define WINDOW\_HEIGHT 480

int main(int argc, char\* args[])

{

SDL\_Window\* Window;

SDL\_Renderer\* Renderer;

//Initialize SDL with all subsystems

if (SDL\_Init(SDL\_INIT\_EVERYTHING) != 0) {

SDL\_Log("Unable to initialize SDL: %s", SDL\_GetError());

return -1;

}

//Create our window: title, x, y, w, h, flags

Window = SDL\_CreateWindow("Hello SDL", SDL\_WINDOWPOS\_CENTERED, SDL\_WINDOWPOS\_CENTERED, WINDOW\_WIDTH, WINDOW\_HEIGHT, SDL\_WINDOW\_SHOWN);

if (Window == NULL)

{

SDL\_Log("Unable to create window: %s", SDL\_GetError());

return -1;

}

//Create a 2D rendering context for a window: window, device index, flags

Renderer = SDL\_CreateRenderer(Window, -1, 0);

if (Renderer == NULL)

{

SDL\_Log("Unable to create rendering context: %s", SDL\_GetError());

return -1;

}

//Set the color used for drawing operations

SDL\_SetRenderDrawColor(Renderer, 0, 0, 255, 0);

//Clear rendering target

SDL\_RenderClear(Renderer);

//Draw some geometry

int n = 0;

const int cx = WINDOW\_WIDTH >> 1,

cy = WINDOW\_HEIGHT >> 1;

SDL\_Rect rc = { (130), (180), 150, 100 }; //x, y, w, h

SDL\_Rect rd = { (WINDOW\_WIDTH/2+100), WINDOW\_HEIGHT/2-20, 70, 20 }; //x, y, w, h

float alpha;

SDL\_SetRenderDrawColor(Renderer, 255, 0, 0, 0);

SDL\_RenderFillRect(Renderer, &rc);

SDL\_RenderDrawLine(Renderer, 10,10,10,10);

SDL\_RenderPresent(Renderer);

SDL\_SetRenderDrawColor(Renderer, 0, 252, 0, 0);

SDL\_RenderFillRect(Renderer, &rd);

SDL\_RenderDrawLine(Renderer, 10, 10, 10, 10);

SDL\_RenderPresent(Renderer);

SDL\_Delay(5000);

SDL\_Quit;

return 0;

}