

```
1: #include <SFML/Graphics.hpp>
2: #include <SFML/Graphics/Drawable.hpp>
3:
4: int main()
5: {
6:     sf::RenderWindow window(sf::VideoMode(600, 600), "SFML works!");
7:     window.setFramerateLimit(60);
8:
9:     sf::CircleShape shape(100.f);
10:    shape.setFillColor(sf::Color::Green);
11:
12:    unsigned int x = 200;
13:    unsigned int y = 200;
14:    sf::Texture texture;
15:    if (!texture.loadFromFile("sprite.png"))
16:        return EXIT_FAILURE;
17:    sf::Sprite sprite(texture);
18:    sprite.setPosition(x, y);
19:
20:    while (window.isOpen())
21:    {
22:        sf::Event event;
23:        while (window.pollEvent(event))
24:        {
25:            if (event.type == sf::Event::Closed)
26:                window.close();
27:        }
28:
29:        if(sf::Keyboard::isKeyPressed(sf::Keyboard::Left) || sf::Keyboard
::isKeyPressed(sf::Keyboard::A))
30:            sprite.move(-5,0);
31:        if(sf::Keyboard::isKeyPressed(sf::Keyboard::Right) || sf::Keyboar
d::isKeyPressed(sf::Keyboard::D))
32:            sprite.move(5,0);
33:        if(sf::Keyboard::isKeyPressed(sf::Keyboard::Up) || sf::Keyboard::
isKeyPressed(sf::Keyboard::W))
34:            sprite.move(0,-5);
35:        if(sf::Keyboard::isKeyPressed(sf::Keyboard::Down) || sf::Keyboard:
isKeyPressed(sf::Keyboard::S))
36:            sprite.move(0,5);
37:
38:
39:        window.clear();
40:        window.draw(shape);
41:        window.draw(sprite);
42:        window.display();
43:    }
44:
45:    return 0;
46: }
47:
```