

```
#include "stdafx.h"
#include <math.h>
#include <fstream>
#include "SFML\Graphics.hpp"
#include "SFML\System.hpp"
```

```
using namespace std;
using namespace sf;
```

```
RectangleShape Background;
RectangleShape PenBackground;
RectangleShape InfoBackground;
```

```
Texture AngleTexture;
Texture AngleTexture2;
Sprite SetAngleText;
Text AngleText;
```

```
Texture LengthTexture;
Texture LengthTexture2;
Sprite SetLengthText;
Text LengthText;
```

```
Texture MassTexture;
Texture MassTexture2;
Sprite SetMassText;
Text MassText;
```

```
Texture GravityTexture;
Texture GravityTexture2;
Sprite SetGravityText;
Text GravityText;
```

```
Texture TimeTexture;
Texture TimeTexture2;
Sprite SetTimeText;
Text TimeText;
```

```
Texture StartSimTexture;
Texture StartSimTexture2;
Sprite StartSimText;
```

```
Texture GraphsTexture;
Texture GraphsTexture2;
Sprite GraphsText;
```

```
Texture PomocTexture;
Texture PomocTexture2;
Sprite PomocText;
```

```
Texture NazwaTexture;
Texture NazwaTexture2;
```

Sprite NazwaSText;
Text NazwaText;

Texture WczytajTexture;
Texture WczytajTexture2;
Sprite WczytajText;

Texture ZapiszTexture;
Texture ZapiszTexture2;
Sprite ZapiszText;

Text InformationText;

Text CurrVelText;
Text CurrAccText;
Text CurrRotAccText;
Text CurrRotVelText;
Text CurrAlpha;
Text CurrForceText;
Text SimTime;

Event WhatYaDoin;
Font font;