```
 1: #include <SFML/Graphics.hpp>
 2: #include <iostream>
 3:
 4: int main() {
 5:
 6:   // Make window
 7:   sf::RenderWindow window(sf::VideoMode(400, 400), "SFML works!");
 8:
 9:   // Load sprite
10:   sf::Texture texture;
11:   if(!texture.loadFromFile("sprite.png"))
12:     return EXIT_FAILURE;
13:   sf::Sprite sprite(texture);
14:
15:   // Background
16:   sf::Texture star_texture;
17:   if (!star_texture.loadFromFile("starfield.jpg"))
18:     return -1;
19:   sf::Sprite background(star_texture);
20:
21:   while(window.isOpen()) {
22:     sf::Event event;
23:     while(window.pollEvent(event)) {
24:       if(event.type == sf::Event::Closed)
25:         window.close();
26:     }
27:
28:     window.clear();
29:
30:     float offsetX = 0;
31:     float offsetY = 0;
32:
33:     // Get Sprite's current position
34:     sf::Vector2f pos = sprite.getPosition();
35:
36:     // Move image around screen as long as to not move it off)
37:     if(sf::Keyboard::isKeyPressed(sf::Keyboard::Left) && pos.x != 0)
38:       offsetX = -1;
39:     else if(sf::Keyboard::isKeyPressed(sf::Keyboard::Right) && pos.x != 4
00 - 198)
40:       offsetX = 1;
41:     else if(sf::Keyboard::isKeyPressed(sf::Keyboard::Up) && pos.y != 0)
42:       offsetY = -1;
43:     else if(sf::Keyboard::isKeyPressed(sf::Keyboard::Down) && pos.y != 40
0 - 152)
44:       offsetY = 1;
45:     else if(sf::Keyboard::isKeyPressed(sf::Keyboard::R)) {
46:       sprite.setPosition(0, 0);
47:       pos.x = pos.y = 0;
48:     }
49:     else if(sf::Keyboard::isKeyPressed(sf::Keyboard::Escape))
50:       window.close();
51:
52:     // Set a new position
53:     sprite.setPosition(pos.x + offsetX, pos.y + offsetY);
54:
55:     // Draw images
56:     window.draw(background);
57:     window.draw(sprite);
58:
59:     window.display();
60:   }
61:
62:   return 0;
63: }
```