```
 1: // Copyright 2023 Thomas O'Connor
 2: #include "PTree.hpp"
 3:
 4: int main(int argc, char* argv[]) {
 5:     // Command line arguments
 6:     double lengthL = atof(argv[1]);
 7:     int depthN = atoi(argv[2]);
 8:
 9:     // Create tree and input values from cmd line args
10:     PTree tree(lengthL, depthN);
11:
12:     // Rednder the window using the appropriate game dimensions
13:     sf::RenderWindow window(sf::VideoMode(tree.getLengthL() * 6, tree.get
LengthL() * 4), "PTree");
14:     window.setFramerateLimit(120);
15:
16:     while (window.isOpen()) {
17:         // Process events
18:         sf::Event event;
19:         while (window.pollEvent(event)) {
20:             // Close window: exit
21:             if (event.type == sf::Event::Closed) window.close();
22:         }
23:         // Clear screen
24:         window.clear();
25:         window.draw(tree);
26:         window.display();
27:         if (sf::Keyboard::isKeyPressed(sf::Keyboard::X)) window.close();
28:     }
29:     return 0;
30: }
```