

```
1: // Copyright 2023 Thomas O'Connor
2: #include "Sokoban.hpp"
3:
4: int main(int argc, char* argv[]) {
5:     // Command line arguments
6:     std::string inputFileName = argv[1];
7:     // Open file and check for failure
8:     std::ifstream myLevel;
9:     myLevel.open(inputFileName);
10:    if (!myLevel) exit(1);
11:
12:    // Create game and input values from file
13:    Sokoban Game;
14:    Game >> myLevel;
15:
16:    // Rednder the window using the appropriate game dimensions
17:    sf::RenderWindow window
18:    (sf::VideoMode(TILE_SIZE * Game.getWidth(),
19:    TILE_SIZE * Game.getHeight()), "Sokoban");
20:    window.setFramerateLimit(120);
21:    sf::Clock clock;
22:
23:    while (window.isOpen()) {
24:        // Process events
25:        sf::Event event;
26:        while (window.pollEvent(event)) {
27:            // Close window: exit
28:            if (event.type == sf::Event::Closed) window.close();
29:        }
30:        // Clear screen
31:        window.clear();
32:        // Draw the basic arena
33:        window.draw(Game);
34:        Game.drawElapsingTime(window, clock);
35:        window.display();
36:    }
37:    return 0;
38: }
```