

Usage

The program must take as a startup argument the graphics library to use initially. It must nevertheless be possible to change the graphics library at run-time.

```
---  
./arcade ./lib_arcade_opengl.so  
---
```

When the program starts, it must display in separated boxes:

- the games available in the ./games directory (at least 2),
- the graphic libraries in the ./lib directory,
- scores,
- a field for the user to enter their name.

You MUST handle the following cases:

- if there is more or less than 1 argument, your program must print a usage message and exit properly,
- if the dynamic library passed as argument does not exist or is not compatible, your program must display a relevant error message and exit properly.

When your program is running, keys must be mapped to the following actions:

- previous graphics library,
- next graphics library,
- previous game,
- next game,
- restart the game,
- go back to the menu,
- exit.