**Render Window:**

Creates the main rendering window, [Window](https://www.sfml-dev.org/documentation/2.0-fr/classsf_1_1Window.php" \o "Window that serves as a target for OpenGL rendering.) that can serve as a target for 2D drawing.

[sf::RenderWindow](https://www.sfml-dev.org/documentation/2.0-fr/classsf_1_1RenderWindow.php" \o "Window that can serve as a target for 2D drawing.) is the main class of the Graphics module.

It defines an OS window that can be painted using the other classes of the graphics module

**Video Mode:**

Video modes are used to setup windows at creation time. The main usage of video modes is for fullscreen mode

**Sound Buffer:**

Storage for audio samples defining a sound. [Sound](https://www.sfml-dev.org/documentation/2.5.1/classsf_1_1Sound.php" \o "Regular sound that can be played in the audio environment. ) buffers alone are not very useful: they hold the audio data but cannot be played. To do so, you need to use the [sf::Sound](https://www.sfml-dev.org/documentation/2.5.1/classsf_1_1Sound.php" \o "Regular sound that can be played in the audio environment. ) class, which provides functions to play/pause/stop the sound

**Sound:**

[sf::Sound](https://www.sfml-dev.org/documentation/2.5.1/classsf_1_1Sound.php" \o "Regular sound that can be played in the audio environment. ) class, functions to play/pause/stop the sound. It works with sound buffer

**Texture:**

only role of a texture is to be loaded and mapped to graphical entities, almost all its functions are about loading and updating it. A texture is an image. But we call it "texture" because it has a very specific role: being mapped to a 2D entity.

**Sprite:**

A sprite is nothing more than a textured rectangle.

**Font:**

A font in SFML is defined by the sf::Font class.

**Event:**

sf::Event holds all the informations about a system event that just happened. A sf::Event instance contains the type of the event (mouse moved, key pressed, window closed, ...) as well as the details about this particular event.

**Ostringstream:**

Ostringstream is a class in sstream. It is used to define an object using the sstream header.