# Guide: Writing Your First SFML Program

## Step 1: Understand the Basics

SFML (Simple and Fast Multimedia Library) is used to handle graphics, input, and audio for multimedia applications.  
This guide will help you create a simple program that opens a window, processes user input, and displays graphics.

## Step 2: Create the Main Program

1. Open your favorite C++ IDE or text editor.  
2. Write the following code:  
#include <SFML/Graphics.hpp>  
  
int main() {  
 // Create a window  
 sf::RenderWindow window(sf::VideoMode(800, 600), "My First SFML Program");  
  
 // Main loop  
 while (window.isOpen()) {  
 sf::Event event;  
 while (window.pollEvent(event)) {  
 if (event.type == sf::Event::Closed)  
 window.close();  
 }  
  
 // Clear the window  
 window.clear(sf::Color::Blue);  
  
 // Display changes  
 window.display();  
 }  
 return 0;  
}

## Step 3: Compile and Run

- If you're using Visual Studio, simply press the "Build and Run" button.  
- For Code::Blocks or other IDEs, ensure SFML is correctly configured and run the program.  
You should see a window with a blue background.

## Step 4: Experiment with SFML Features

Try adding shapes and text to the window. Example:  
  
#include <SFML/Graphics.hpp>  
  
int main() {  
 sf::RenderWindow window(sf::VideoMode(800, 600), "My First SFML Program");  
  
 sf::CircleShape shape(50);  
 shape.setFillColor(sf::Color::Green);  
  
 while (window.isOpen()) {  
 sf::Event event;  
 while (window.pollEvent(event)) {  
 if (event.type == sf::Event::Closed)  
 window.close();  
 }  
  
 window.clear();  
 window.draw(shape);  
 window.display();  
 }  
 return 0;  
}

Modify the code to draw rectangles, display images, or handle input events!