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1: // Angel Zheondre Calcano ps0 Hello World with SFML
2: #include <SFML/Graphics.hpp>
3:
4: int main(int argc, char *argv[]) {
5:     sf::RenderWindow window(sf::VideoMode(700, 700), "Angel Calcano");
6:     sf::Texture texture;
7:     texture.loadFromFile("sprite.png");
8:     sf::Sprite sprite;
9:     sprite.setTexture(texture);
10:    sprite.setColor(sf::Color(255, 255, 255, 200));
11:    sprite.setPosition(100, 25);
12:    while (window.isOpen()) {
13:        if(sf::Mouse::isButtonPressed(sf::Mouse::Left))
14:            sprite.rotate(10);
15:        if(sf::Keyboard::isKeyPressed(sf::Keyboard::Left))
16:            sprite.move(-5,0);
17:        if(sf::Keyboard::isKeyPressed(sf::Keyboard::Up))
18:            sprite.move(0,-5);
19:        if(sf::Keyboard::isKeyPressed(sf::Keyboard::Down))
20:            sprite.move(0,5);
21:        if(sf::Keyboard::isKeyPressed(sf::Keyboard::Right))
22:            sprite.move(5,0);
23:        else
24:            sprite.move(0.5,0.5);
25:        sf::Event event;
26:        while (window.pollEvent(event)) {
27:            if (event.type == sf::Event::Closed)
28:                window.close();
29:        }
30:        window.clear();
31:        window.draw(sprite);
32:        /* window.draw(shape); */
33:        window.display();
34:    }
35:    return 0;
36: }
```