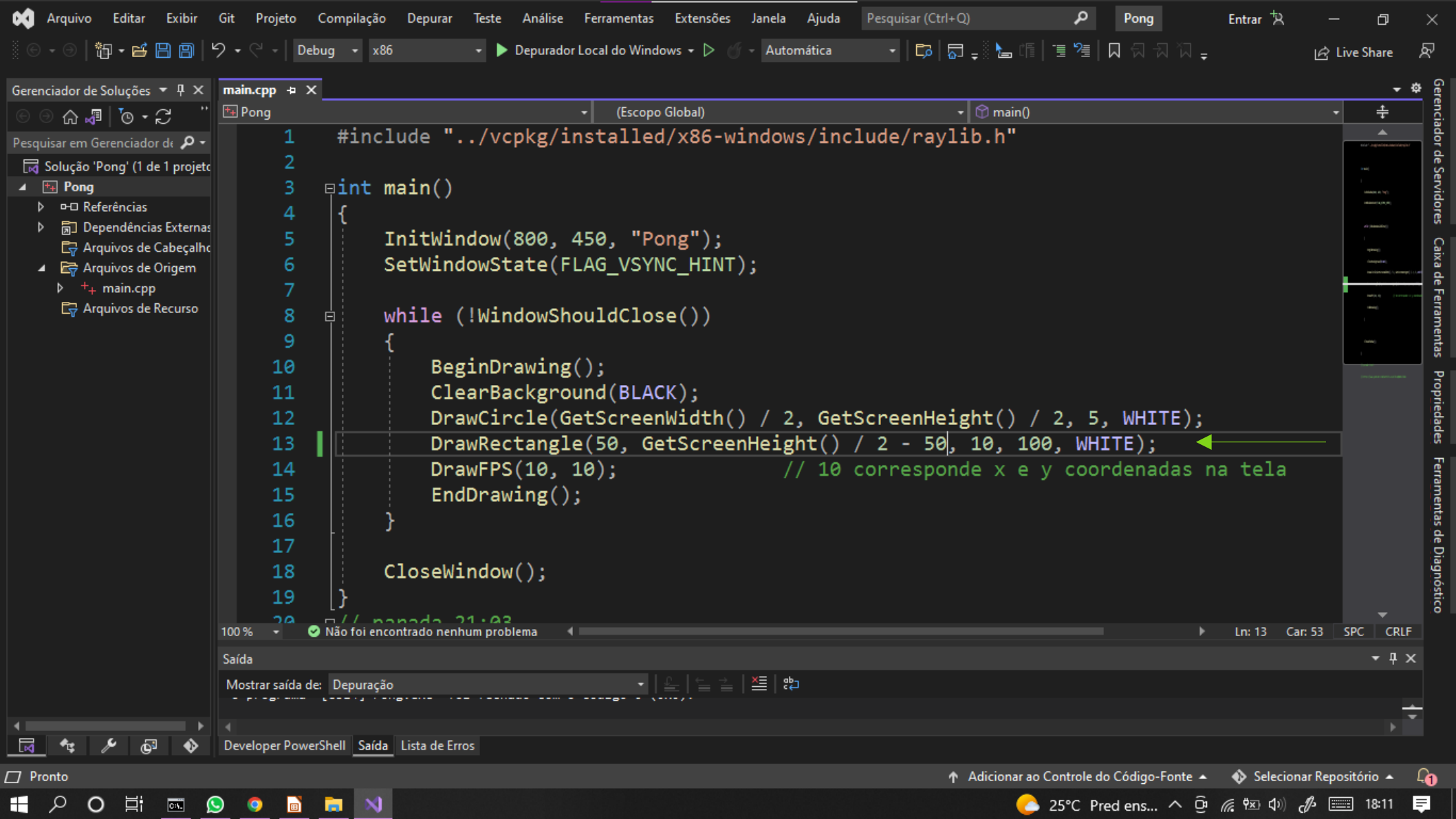
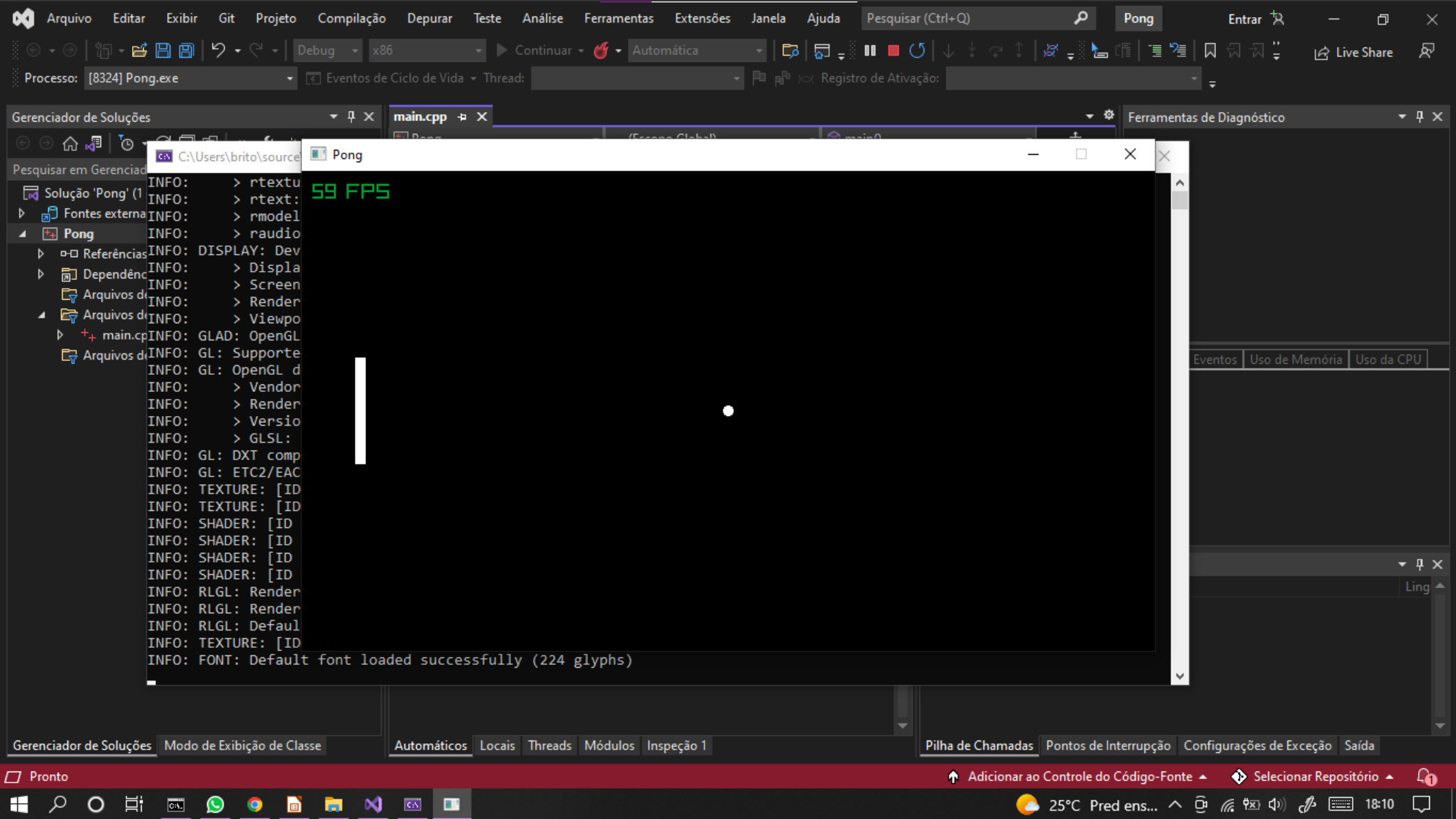
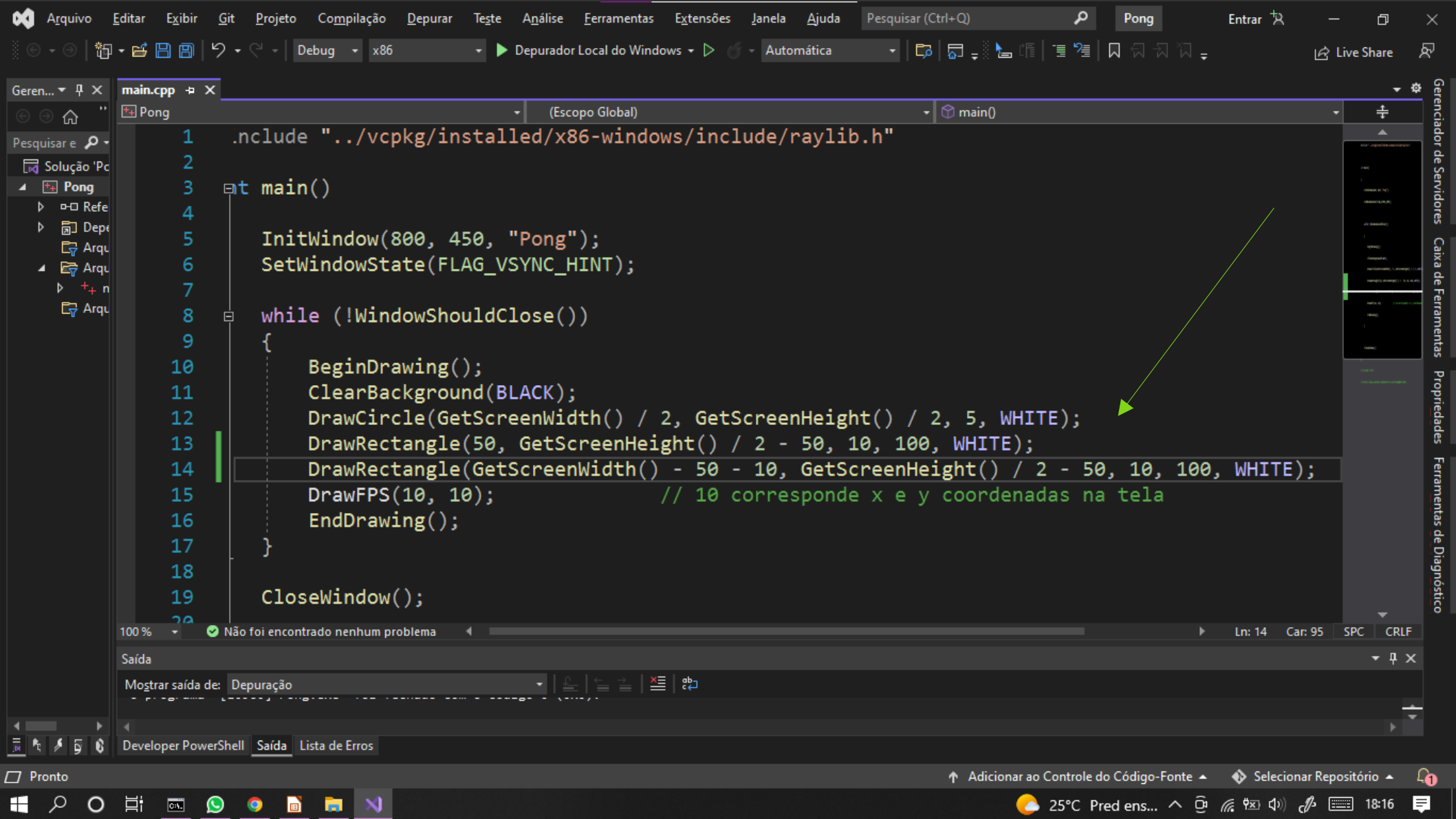


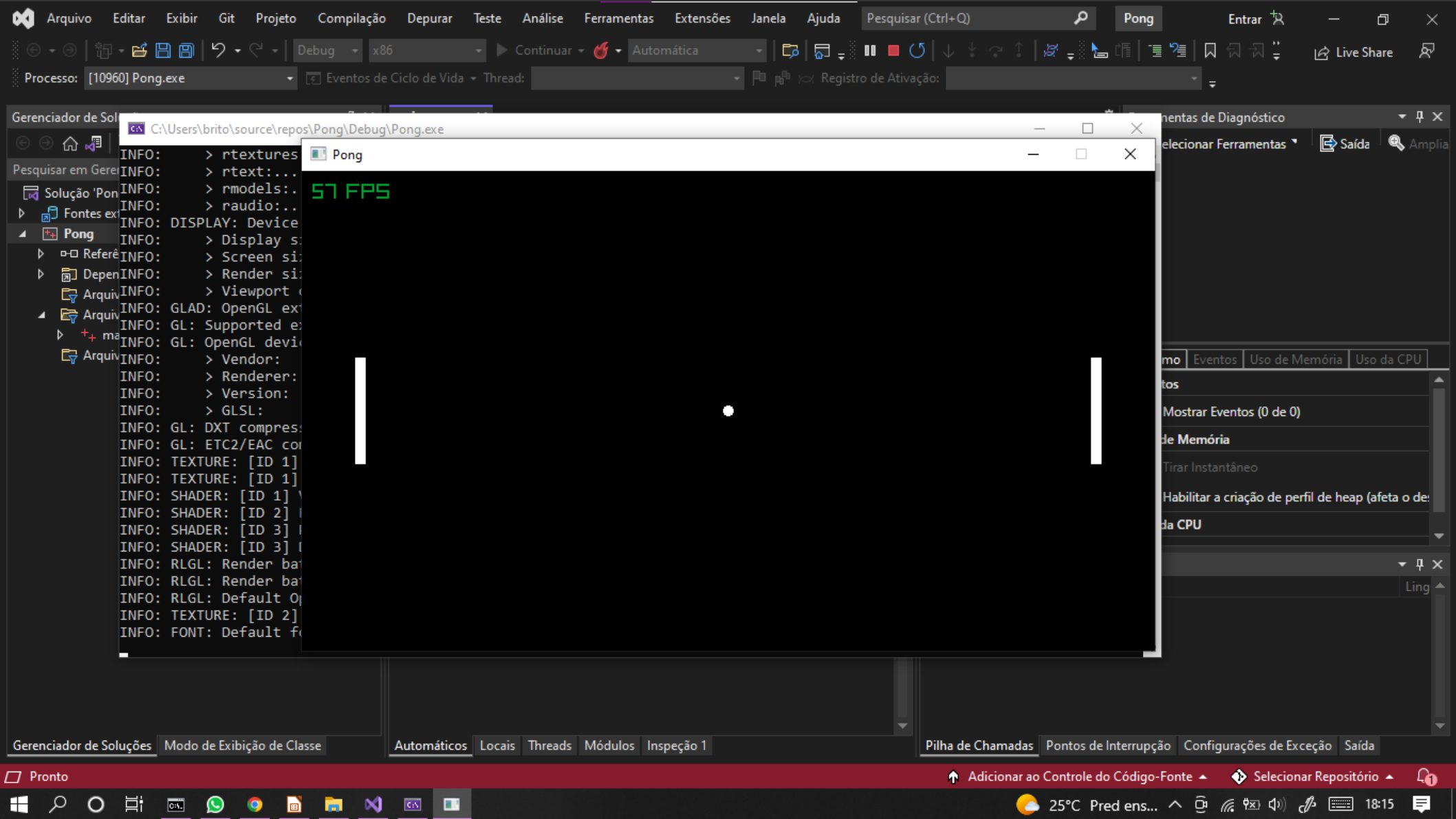
*PONG C++*

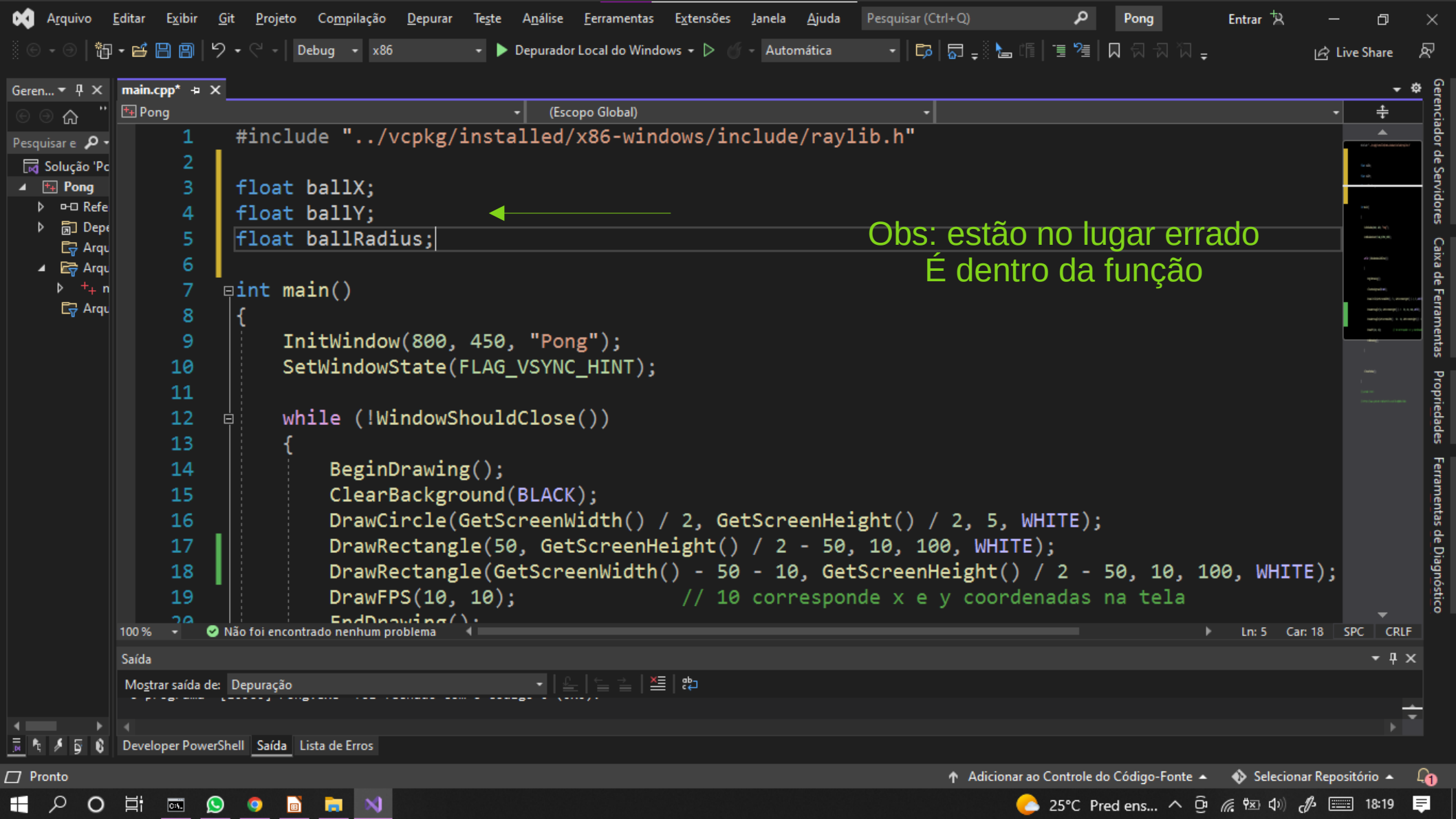


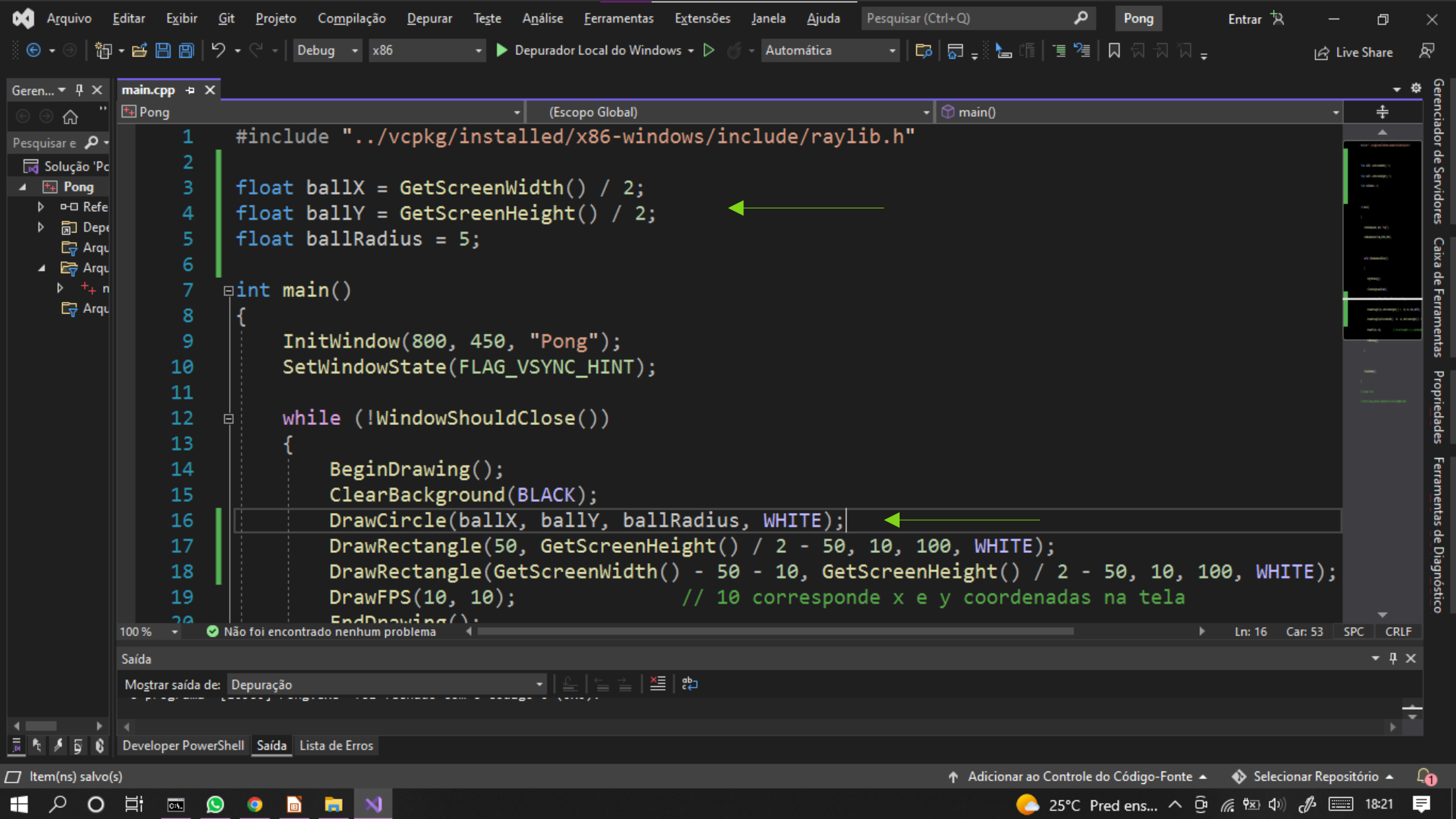


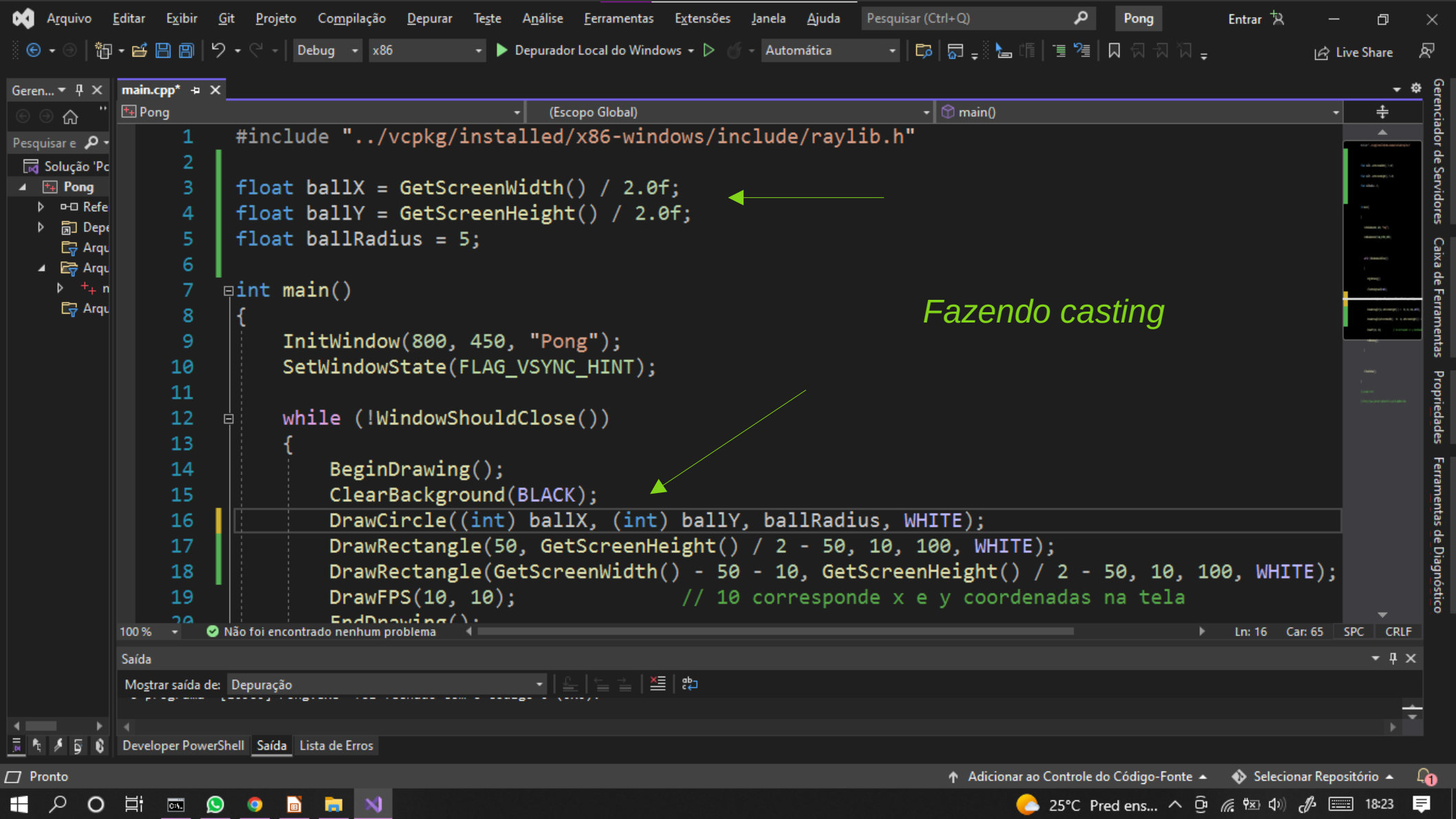


```
1  #include "../vcpkg/installed/x86-windows/include/raylib.h"
2
3  int main()
4  {
5      InitWindow(800, 450, "Pong");
6      SetWindowState(FLAG_VSYNC_HINT);
7
8      while (!WindowShouldClose())
9      {
10         BeginDrawing();
11         ClearBackground(BLACK);
12         DrawCircle(GetScreenWidth() / 2, GetScreenHeight() / 2, 5, WHITE);
13         DrawRectangle(50, GetScreenHeight() / 2 - 50, 10, 100, WHITE);
14         DrawRectangle(GetScreenWidth() - 50 - 10, GetScreenHeight() / 2 - 50, 10, 100, WHITE);
15         DrawFPS(10, 10); // 10 corresponde x e y coordenadas na tela
16         EndDrawing();
17     }
18
19     CloseWindow();
20 }
```

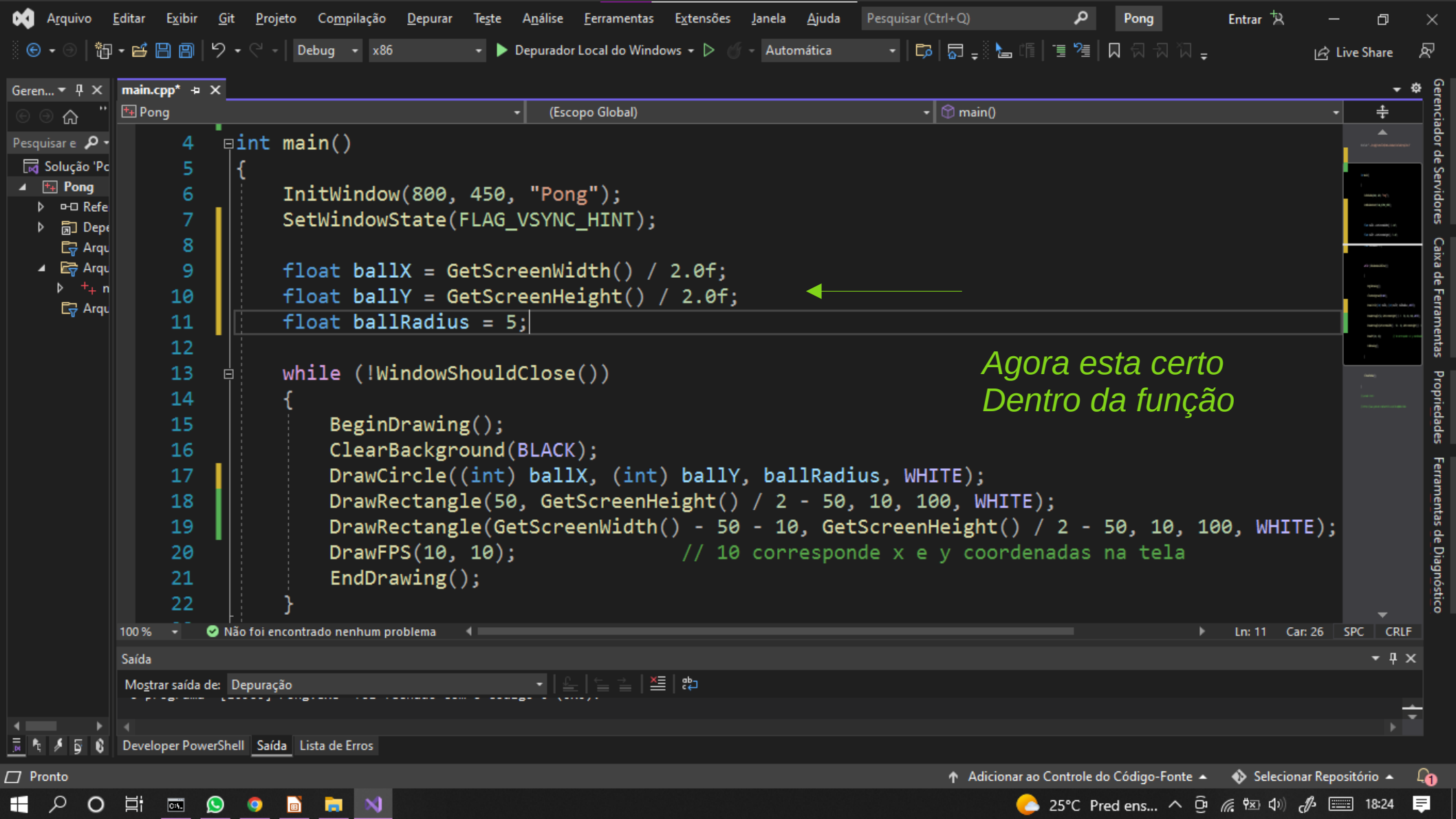


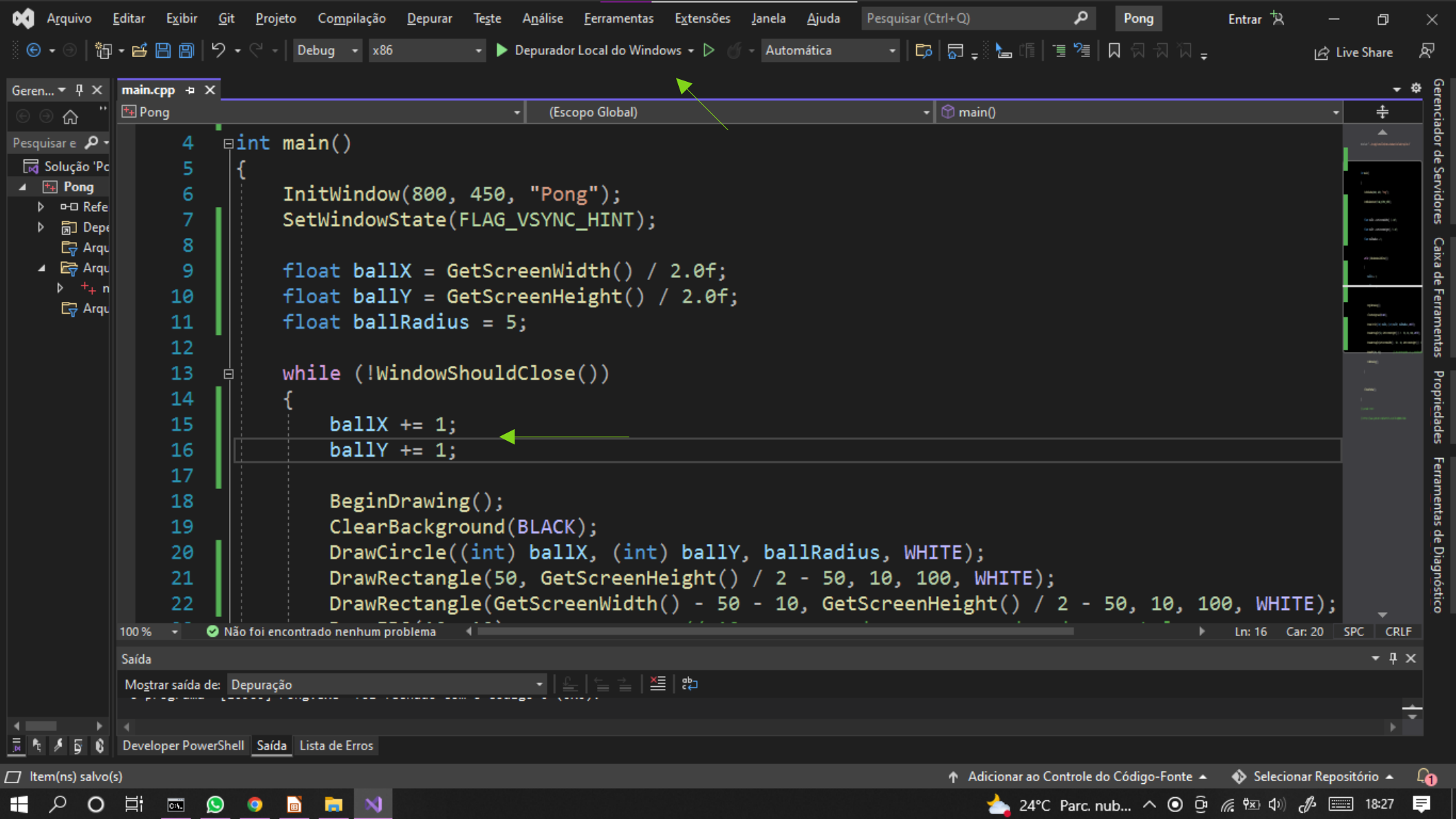


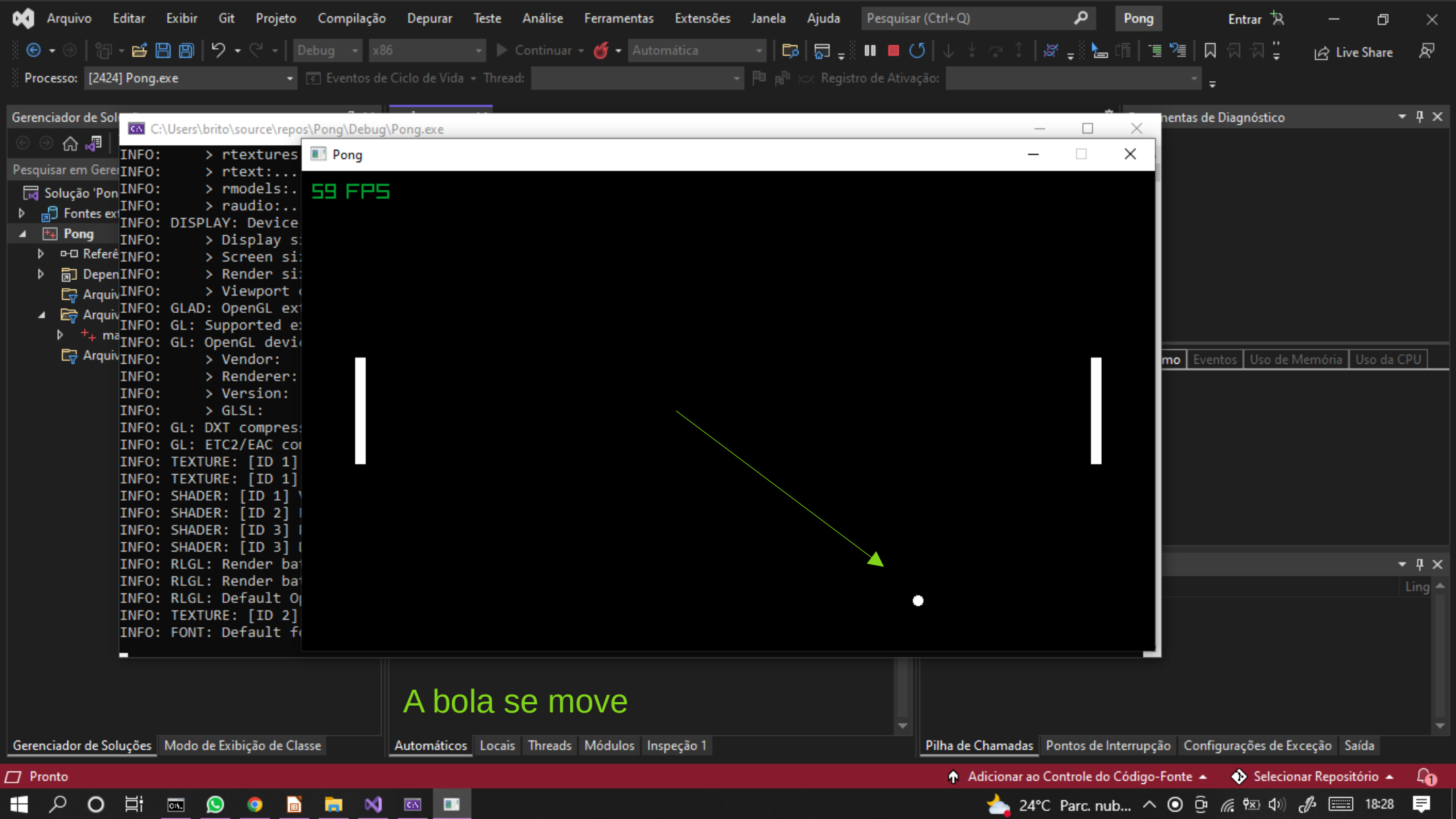


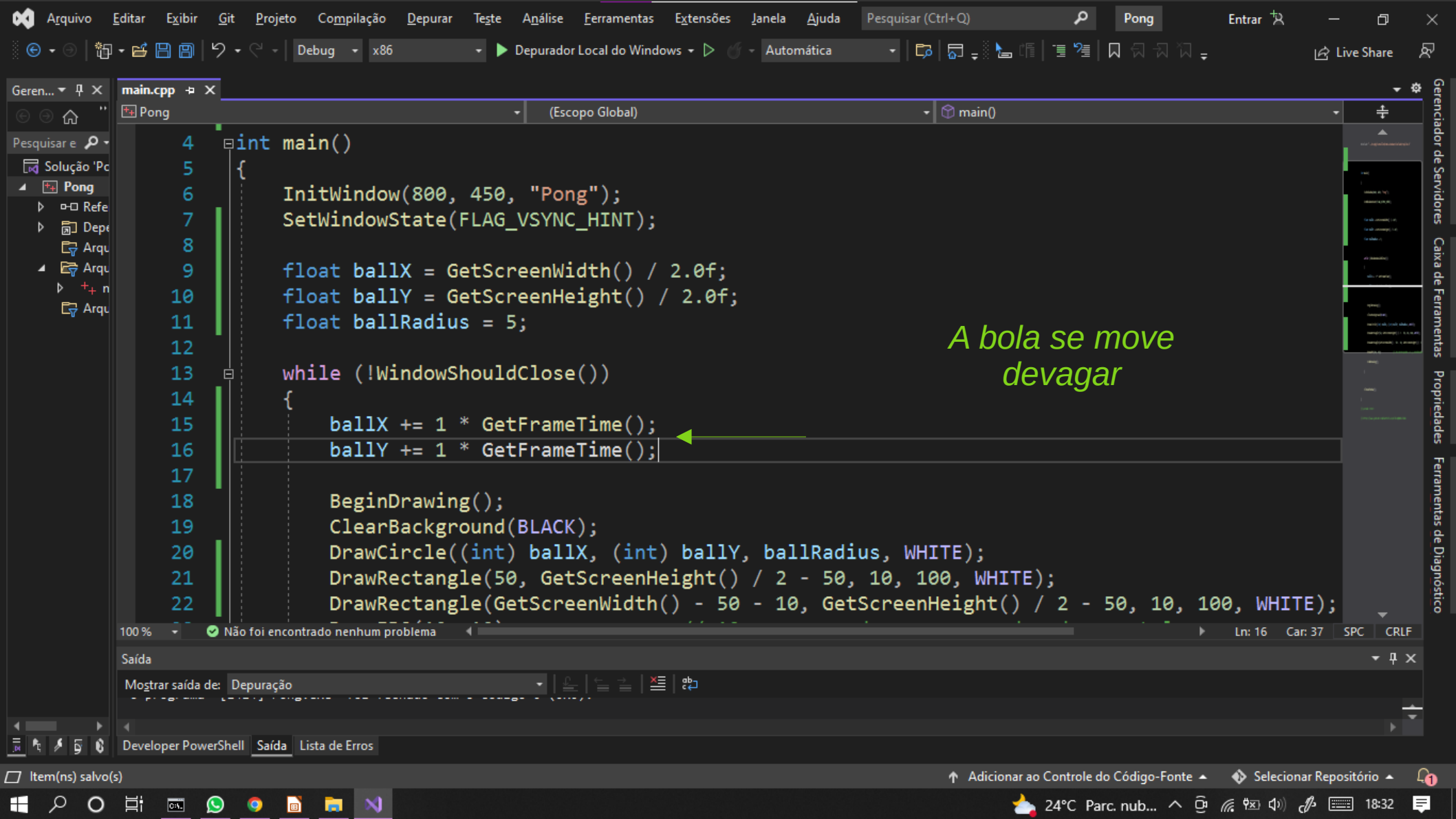


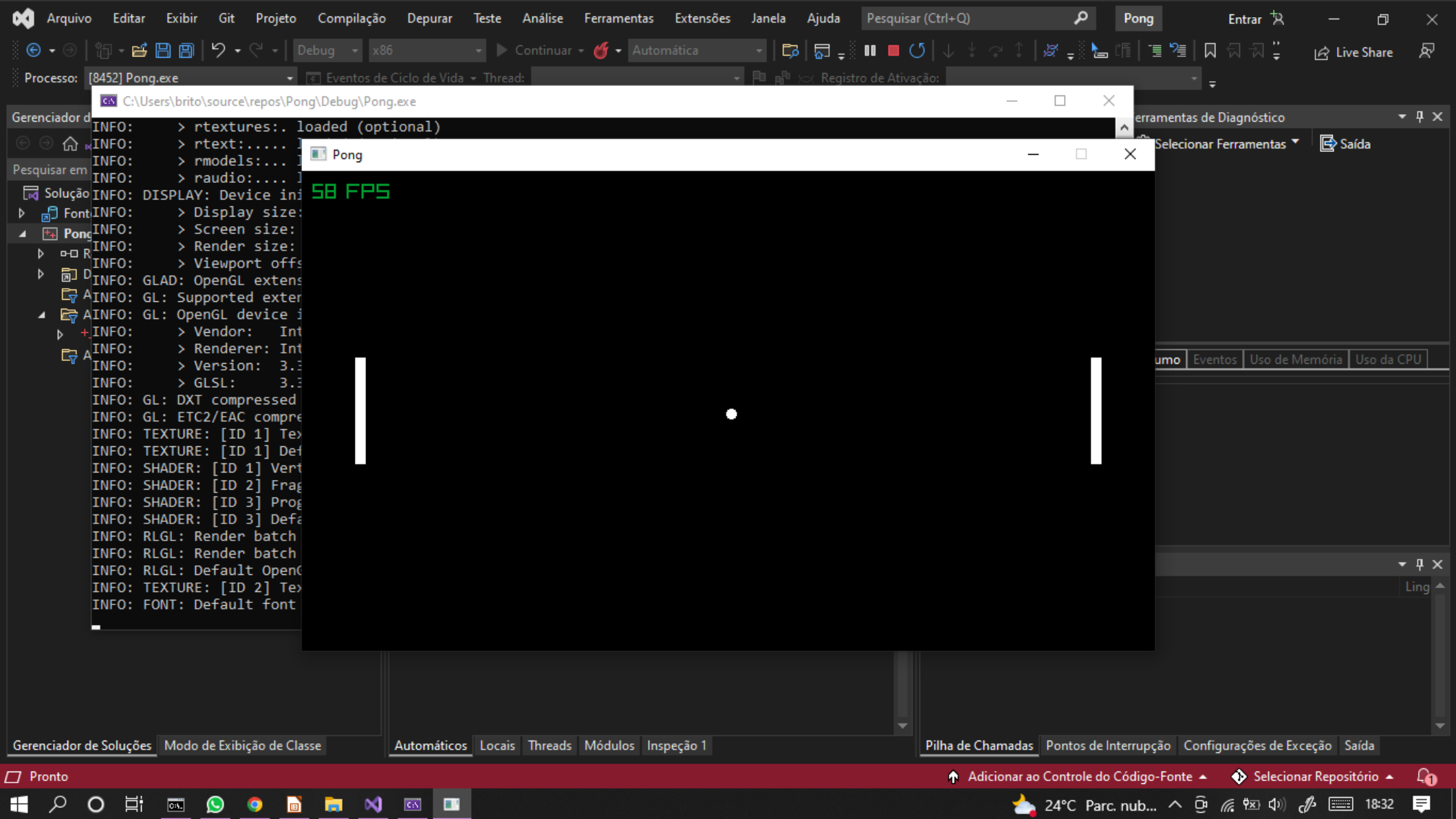


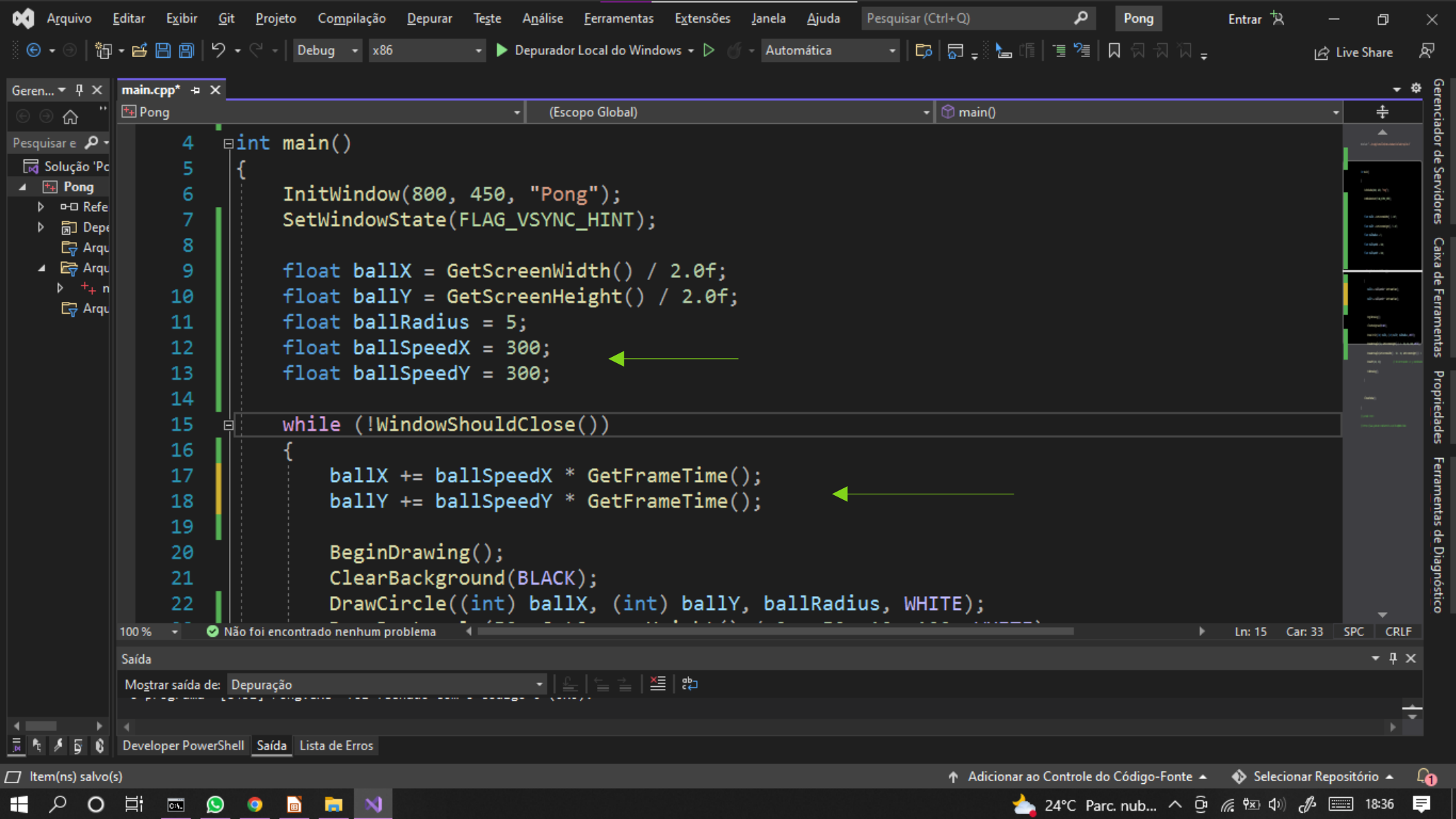


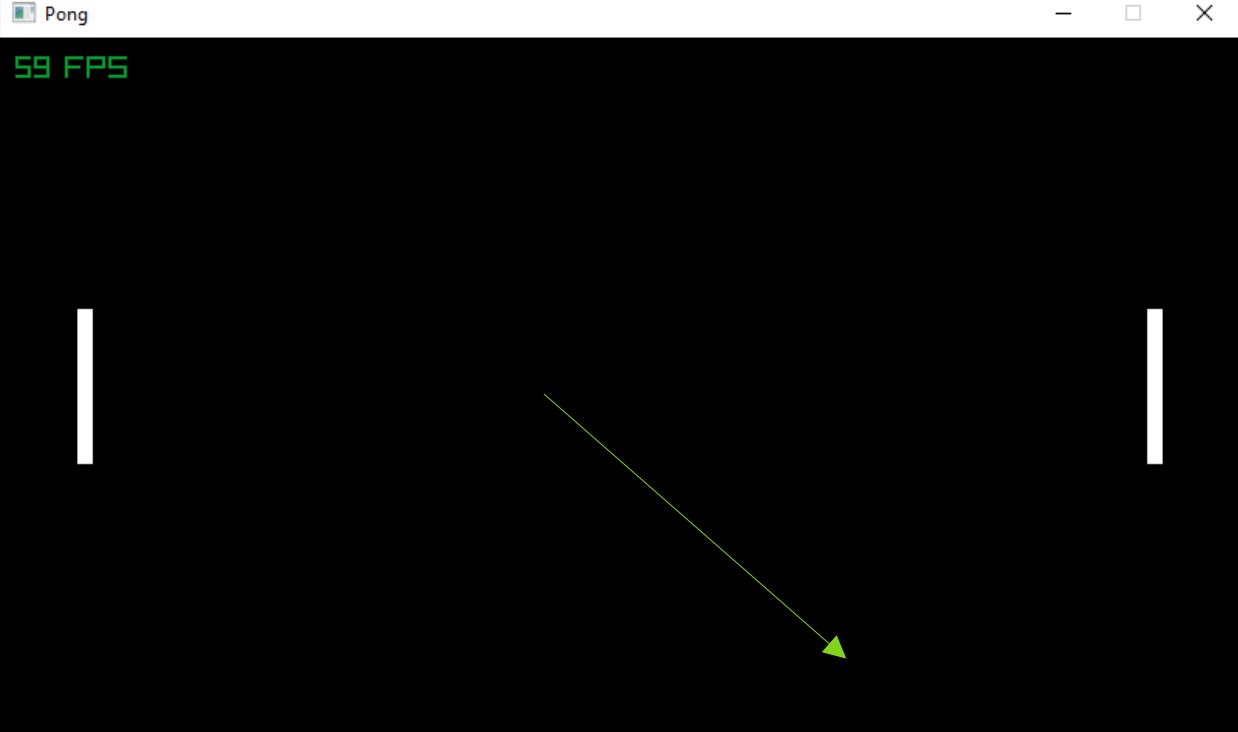
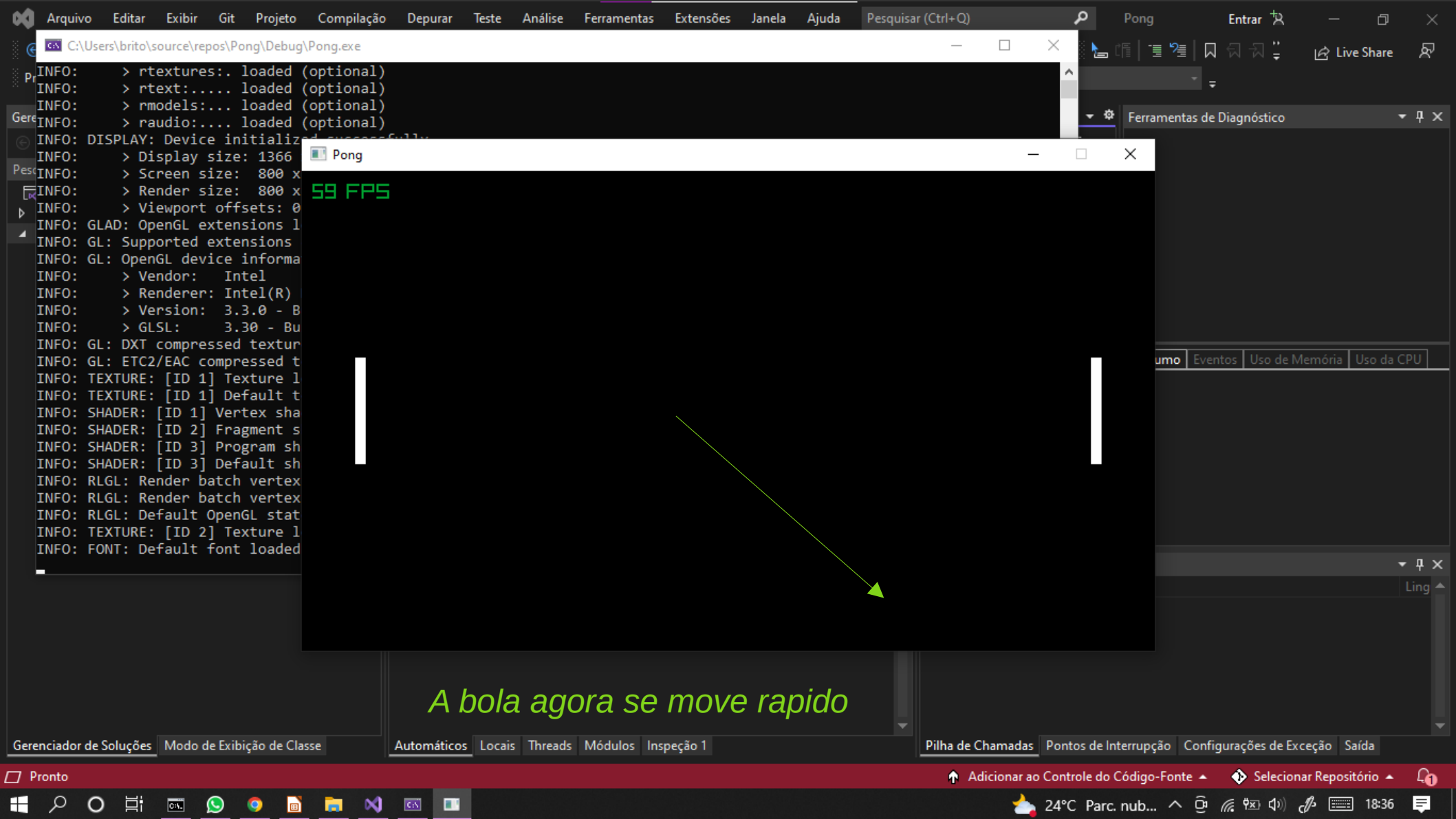












A bola agora se move rapido





