```
 1: #include <SFML/Graphics.hpp>
 2:
 3: using namespace sf;
 4: using namespace std;
 5:
 6: int main()
 7: {
 8:     int x = 0, y = 0;
 9:     float size_x = 1, size_y = 1, x_barrier = 500, y_barrier = 158;
10:     Font font;
11:     Text text("Use arrows to move. Press 'S' to shrink and 'G' to grow!", fo
nt, 30);
12:     Texture texture;
13:
14:     font.loadFromFile("sansation.ttf");
15:     text.setPosition(270, 630);
16:     RenderWindow window(VideoMode(1000, 1000), "SFML works!");
17:     window.setPosition(Vector2i(0,0));
18:     CircleShape shape(100.f);
19:     shape.setFillColor(Color::Green);
20:
21:     //Load a sprite
22:     if (!texture.loadFromFile("sprite.png"))
23:     {
24:         return EXIT_FAILURE;
25:     }
26:     Sprite sprite(texture);
27:
28:     while (window.isOpen())
29:     {
30:         sprite.setPosition(x, y);
31:         sprite.setScale(size_x, size_y);
32:         Event event;
33:         while (window.pollEvent(event))
34:         {
35:             if (event.type == Event::Closed)
36:                 window.close();
37:         }
38:
39:         if(Keyboard::isKeyPressed(Keyboard::Left) && x > 0)
40:         {
41:             x--;
42:         }
43:         if(Keyboard::isKeyPressed(Keyboard::Right) && x < x_barrier)
44:         {
45:             x++;
46:         }
47:         if(Keyboard::isKeyPressed(Keyboard::Up) && y > 0)
48:         {
49:             y--;
50:         }
51:         if(Keyboard::isKeyPressed(Keyboard::Down) && y < y_barrier)
52:         {
53:             y++;
54:         }
55:         if(Keyboard::isKeyPressed(Keyboard::S))
56:         {
57:             size_x -= .001;
58:             size_y -= .001;
59:             x_barrier += .5;
60:             y_barrier += .5;
```

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61:         }
62:         if(Keyboard::isKeyPressed(Keyboard::G))
63:         {
64:             size_x += .001;
65:             size_y += .001;
66:             x_barrier -= .5;
67:             y_barrier -= .5;
68:         }
69:
70:         window.clear();
71:         window.draw(shape);
72:         window.draw(sprite);
73:         window.draw(text);
74:         window.display();
75:     }
76:
77:     return 0;
78: }
```