

SDL Overview

1.0

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Chapter 1

SDL Overview

SDL 3.0.0 Overview

This repository provides an overview of how to connect and configure SDL 3.0.0.

1.0.1 Installation

1. Clone the repository
2. Install the required dependencies:
 - cmake 3.25.0+
 - cpp compiler with cpp 23 support
 - ninja
3. Compile:

```
cmake --preset=Release .  
cd build/release  
cmake --build . --config Release
```

For more build configurations see [CMakePresets.json](#)

Also, you can use an automized [build.sh](#) in `scripts` folder

1.0.2 Documentation

All you need is to install doxygen and run these commands:

```
doxygen .doxygen  
cd scripts  
sh view_docs.sh
```

It will open your default app for viewing html files

1.0.3 Contributing

If you would like to contribute to this project, feel free to fork the repository and submit a pull request with your changes. Contributions are always welcome, whether it's an improvement to the existing program or a new program in a different language.

1.0.4 License

This project is licensed under the AGPL-3.0 License — see the `LICENSE` file for details.

1.0.5 Acknowledgments

Thanks to the developers of CMake and CTest for providing the tools necessary to build and test this program. Also, thanks to the open-source community for providing resources and support for C++ development.

Chapter 2

Class Index

2.1 Class List

Here are the classes, structs, unions and interfaces with brief descriptions:

SDLApplication	7
--	---

Chapter 3

File Index

3.1 File List

Here is a list of all documented files with brief descriptions:

src/ main.hxx	
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test/ sdl_compilation.cxx	
Contains compilation verifying tests for SDL library	10

Chapter 4

Class Documentation

4.1 SDLApplication Class Reference

Public Member Functions

- **SDLApplication ()**
The constructor of the [SDLApplication](#) class that initializes SDL components.
- **~SDLApplication ()**
The destructor of the [SDLApplication](#) class that releases the SDL components.
- **void Run ()**
The main loop of the application that runs until it's stopped by the user.

The documentation for this class was generated from the following files:

- [src/main.hxx](#)
- [src/main.cxx](#)

Chapter 5

File Documentation

5.1 src/main.hxx File Reference

The main file that contains the entry point for the application.

```
#include "SDL3/SDL.h"
#include <cstdlib>
#include <iostream>
```

Classes

- class [SDLApplication](#)

5.1.1 Detailed Description

The main file that contains the entry point for the application.

5.2 main.hxx

[Go to the documentation of this file.](#)

```
00001 #pragma once
00002
00003 #include "SDL3/SDL.h"
00004 #include <cstdlib>
00005 #include <iostream>
00006
00007 class SDLApplication {
00008 public:
00009     SDLApplication();
00010
00011     ~SDLApplication();
00012
00013     void Run();
00014
00015 private:
00016     constexpr static uint16_t kWindowWidth_ = 640;
00017     constexpr static uint16_t kWindowHeight_ = 480;
00018
00019     SDL_Window* window_;
00020     SDL_Renderer* renderer_;
00021
00022     bool is_running_ = true;
00023 };
```

5.3 test/sdl_compilation.cxx File Reference

Contains compilation verifying tests for SDL library.

```
#include <gtest/gtest.h>
#include <SDL3/SDL.h>
#include <iostream>
```

Functions

- [TEST](#) (SDLTest, SDLVersion)
Tests the SDL version.
- [TEST](#) (SDLTest, SDLInitialization)
Tests the SDL initialization.
- int **main** (int argc, char **argv)

5.3.1 Detailed Description

Contains compilation verifying tests for SDL library.

5.3.2 Function Documentation

5.3.2.1 TEST() [1/2]

```
TEST (
    SDLTest ,
    SDLInitialization )
```

Tests the SDL initialization.

Checks that SDL initializes correctly by creating a window and renderer, and then destroying them.

5.3.2.2 TEST() [2/2]

```
TEST (
    SDLTest ,
    SDLVersion )
```

Tests the SDL version.

Checks that the compiled version of SDL matches the linked version.

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