# Ps0 Source Code: main.cpp

```cpp
1  // Name: John Simonson
2  // Date: 1/27/2020
3  // Assigment: ps0
4  #include <SFML/Graphics.hpp>
5
6  int main()
7  {
8      sf::RenderWindow window(sf::VideoMode(300, 250), "HW0");
9
10     sf::Texture texture;
11     if (!texture.loadFromFile("sprite.png"))
12         return EXIT_FAILURE;
13     sf::Sprite sprite(texture); //Load Sprite png to sprite
14     sf::Texture background;
15     if (!background.loadFromFile("background.png"))
16         return EXIT_FAILURE;
17     sf::Sprite Background(background); //Load Background png to sprite
18
19     while (window.isOpen())
20     {
21         sf::Event event;
22         while (window.pollEvent(event))
23         {
24             if (event.type == sf::Event::Closed)
25                 window.close();
26         }
27         window.setFramerateLimit(120); //set framerate
28         window.clear(); // clear window
29         window.draw(Background); //Load background
30         window.draw(sprite); // Load sprite
31         window.display(); // display
32         if (event.type == sf::Event::KeyPressed){
33             if (event.key.code == sf::Keyboard::Up)
34             {
35                 sprite.move(0.0, -2.0); // move up
36             }
37             if (event.key.code == sf::Keyboard::Down) // move down
38             {
39                 sprite.move(0.0, 2.0);
40             }
41             if (event.key.code == sf::Keyboard::Left) // move left
42             {
43                 sprite.move(-2.0, 0.0);
```

```
44                }
45                if (event.key.code == sf::Keyboard::Right) // move right
46                {
47                    sprite.move(2.0, 0.0);
48                }
49                if (event.key.code == sf::Keyboard::LShift) // rotate clockwise
50                {
51                    sprite.rotate(10.f);
52                }
53            }
54        }
55
56        return 0;
57 }
```