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main.cpp

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```
#include "View.h"
#include "Model.h"

/*
 * -----
 * "THE BEER-WARE LICENSE" (Revision 42):
 * Antoine BOULANGÃM-^I & Pierre_Elliot CABRERA wrote this file. As long as you
retain this notice you
 * can do whatever you want with this stuff. If we meet some day, and you think
 * this stuff is worth it, you can buy me a beer in return
 * -----
 */

int main(){
    srand(time(NULL));

    Model model(SCREEN_WIDTH, SCREEN_HEIGHT);
    View view(SCREEN_WIDTH, SCREEN_HEIGHT);
    view.setModel(&model);
    while (view.treatEvents()) {
        model.nextStep();
        view.synchronize();
        view.draw();
    }
    return EXIT_SUCCESS;
}
```