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main.cpp

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```
#include "View.h"
#include "Model.h"
#include <SFML/Audio.hpp>

const std::string SOUND = "./sons/music.wav";

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

    // Gestion du son
    sf::Sound music;
    sf::SoundBuffer buffer;
    if(!buffer.loadFromFile(SOUND))
        std::cerr << "ERROR when loading image file: " << std::endl;;
    music.setBuffer(buffer);
    music.play();

    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;
}
```