

```
1 //Using SDL and standard IO
2 #include "Game.h"
3 enum Screensize : bool { DISABLE_FULLSCREEN = false, ENABLE_FULLSCREEN =  ➤
    true };
4
5 int main(int argc, char* args[])
6 {
7     Game* game = new Game(ENABLE_FULLSCREEN);
8     game->start();
9     delete game;
10
11     return 0;
12 };
```