

ADD SHAPES IN WINDOW SFML

1. Easy Tasks

- A) Change the rectangle's color to Green.
 - B) Change the circle's color to Yellow.
 - C) Increase the circle's radius to 150.
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2. Medium Tasks

- A) Add a second rectangle of size 200×100 with Red fill.
 - B) Rotate the first rectangle by 90 degrees.
 - C) Make the circle an ellipse by scaling it (2.0f in X, 1.0f in Y).
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3. Hard Tasks

- A) Add a rectangle of RGB color (120, 45, 200), set its origin to the center, position it at (600, 400), and rotate it by 45°.
- B) Add a circle of RGB color (0, 200, 120), give it an outline thickness of 5 and color Magenta, then place it at the bottom-right corner of the window.
- C) Create two shapes (any) and experiment with different outline thicknesses and colors to see how outlines affect rendering.
- D) Create a rectangle of size 1200 x 800. Make it rotate continuously.