CREATING WINDOW IN SFML

1. Easy Tasks:

A) Change the name of Window to "Project->Window".
B) Change the size of Window to 800 * 800.
C) Change the color of Window to Blue.

2. Medium Tasks:

A) Output "Window is Resized" in the console if window is resized.
Hint :: Use (Event :: Resized())

B) Change the color of window to the RGB color (0 , 67 , 196).
Hint :: Use(Color(0 , 67 , 196))

C) Add a Rectangle in the window of color Red.
Hint :: Use (RectangleShape);

3. Hard Tasks:

A) Add a Rectangle in the window of RGB color (25 , 69 , 106). Make it rotate +30 degrees. Set the position of Rectangle at the center of window.
Hint :: Use(rectangle_name.setRotation(degree())))
        (rectangle_name.setPosition({x , y})