

PIC 10C Section 1 - Homework # 4 (due Friday, April 22, by 11:59 pm)

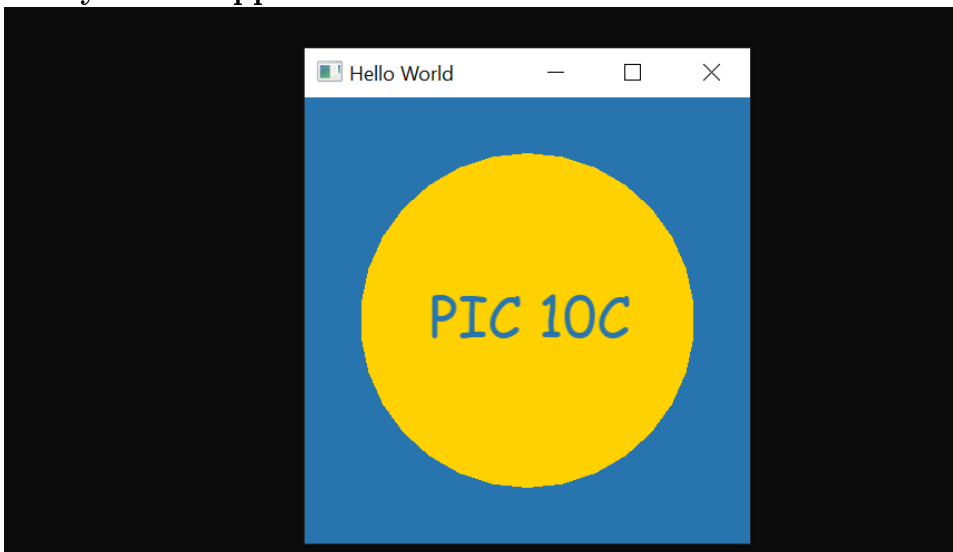
You should upload each `.cpp` and/or `.h` file separately and submit them to CCLE before the due date/time! Your work will otherwise not be considered for grading. Do not submit a zipped up folder or any other type of file besides `.h` and `.cpp`.

Be sure you upload files with the precise name that you used in your editor environment otherwise there may be linker and other errors when your homeworks are compiled on a different machine. The files you submit must compile and run under Visual Studio 2022 (under C++20 mode) with all of the SFML libraries included when run in x86 Debug mode.

SFML INTRODUCTION

This homework is really just about getting SFML to work. There's very little code to write — not counting comments, it's probably about 50 lines of code. Just because the coding is simple, though, you should still be mindful of the coding practices. Please refer to the syllabus for how the work will be graded: note that more than half of the marks come from good coding practices and code documentation.

Write a file `sfml_intro.cpp` that when run with the SFML libraries, etc., will produce the output shown in the image. You can assume the **font file is located in the same directory as the cpp file**.



A few more specifics:

- The blue colour (background and letters) is UCLA blue, which is given by `sf::Color{ 39, 116, 174, 255 }`.

- The gold colour (fills the circle) is UCLA gold, which is given by `sf::Color{ 255, 209, 0 , 255 }`.
- The font used is Comic Sans, given to you as the file `comic.ttf`.
- The text is roughly at the centre of the window (it doesn't have to be perfectly centred).
- The window is of size 400×400 ; the circle has a radius of 150; and the font character size is 50.
- Note the video window is given the name "Hello World."

Warning: do not attempt to run the code over a cloud service such as Dropbox as SFML may fail to load the resource files. It will still compile and run, though, just not behave as you'd like.