# SFML

Biblioteka programistyczna

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# Czym jest SFML?



SFML to akronim Simple and Fast Multimedia Library

Jest to wieloplatformowa biblioteka programistyczna ułatwiająca tworzenie gier oraz programów multimedialnych.

# Główne właściwości







Multi-media Zawiera 5 modułów: system, window, graphics, audio i network Multi-platform Można uruchomić oraz skompilować na Windowsie, Linuxie, macOS Multi-language Głównym językiem jest C++, ale można również zbindować np.: Java, Ruby, Python

# Moduły

- 1. System obsługuje czas i wątki
- 2. Window obsługuje okna i interakcję z użytkownikiem
- 3. Graphics umożliwia renderowanie grafiki
- 4. Audio dostarcza interfejsu do odtwarzania muzyki i dźwięków
- 5. Network odpowiedzialny za komunikację sieciową

# Program tworzący puste okno

```
2
3
   int main() {
4
       sf::RenderWindow window(sf::VideoMode(800,
5
       600), "Tytul");
6
7
       while (window.isOpen()) {
8
       sf::Event event;
9
            while (window.pollEvent(event)) {
10
                if (event.type == sf::Event::Closed)
11
                    window.close();
12
13
            window.clear();
14
            window.display();
15
16
```

### **Functions**

#### Definition of a Function

A function f is rule that assigns to each element x in a set D exactly one element, called f(x), in a set E.

Set *D* is called the \_\_\_\_\_ of the function.

Set *E* is called the \_\_\_\_\_ of the function.

## **Functions**

#### Definition of a Function

A function f is rule that assigns to each element x in a set D exactly one element, called f(x), in a set E.

Set *D* is called the domain of the function.

Set *E* is called the \_\_\_\_\_ of the function.

### **Functions**

#### Definition of a Function

A function f is rule that assigns to each element x in a set D exactly one element, called f(x), in a set E.

Set D is called the \_\_\_\_\_ of the function.

Set *E* is called the range of the function.

## Parent Functions

You should be able to identify by name and sketch a graph of each of the following parent functions.

1. 
$$y = x$$

2. 
$$y = |x|$$

3. 
$$y = x^2$$

4. 
$$y = x^3$$

5. 
$$y = x^b$$

11. 
$$y = \ln(x)$$

12. 
$$y = \frac{1}{1+e^{-x}}$$

$$14. \ v = cosx$$

15. 
$$y = tanx$$

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You should be able to identify by name and sketch a graph of each of the following parent functions.

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$$y = x$$

6. 
$$y = \sqrt{x}$$

$$11. \ y = \ln(x)$$

2. 
$$y = |x|$$

7. 
$$y = \sqrt[3]{x}$$

12. 
$$y = \frac{1}{1+e^{-}}$$

3. 
$$y = x^2$$

8. 
$$y = \frac{1}{x}$$

14. 
$$v = \cos x$$

4. 
$$y = x^3$$

9. 
$$y = 2^x$$

5. 
$$y = x^b$$

10. 
$$y = e^x$$

15. 
$$y = tanx$$

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13. 
$$y = sinx$$

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$$y = x^3$$

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$$y = 2^x$$

14. 
$$y = cosx$$

5. 
$$y = x^b$$

10. 
$$y = e^x$$

15. 
$$y = tanx$$

# Dziękuję za uwagę!

```
Bibliografia:
https://www.sfml-dev.org/
https://en.wikipedia.org/wiki/Simple_and_
Fast_Multimedia_Library
```