```cpp
  1: /**
  2:  * @file main.cpp – Implementation of SFML Sprite
  3:  * @brief Press arrow keys to move and Num1 and Num2 keys to rotate.
  4:  * @version 0.1
  5:  * @date 2022-01-24
  6:  *
  7:  * @copyright Copyright (c) 2022
  8:  *
  9:  */
 10:
 11: #include <SFML/Graphics.hpp>
 12: #include <iostream>
 13:
 14: int main()
 15: {
 16:     const unsigned WINDOW_WIDTH = 600;
 17:     const unsigned WINDOW_HEIGHT = 600;
 18:
 19:     sf::RenderWindow window(sf::VideoMode(600, 600), "SFML window");
 20:     sf::Texture texture;
 21:
 22:     if (!texture.loadFromFile("sprite.png"))
 23:         return EXIT_FAILURE;
 24:
 25:     sf::Sprite sprite(texture);
 26:
 27:     sprite.scale(sf::Vector2f(.12, .12));
 28:
 29:     while (window.isOpen()) {
 30:         sf::Event event;
 31:         while (window.pollEvent(event)) {
 32:             if (event.type == sf::Event::Closed)
 33:                 window.close();
 34:         }
 35:
 36:         window.clear();
 37:         window.draw(sprite);
 38:         window.display();
 39:
 40:         if (sf::Keyboard::isKeyPressed(sf::Keyboard::Left)) {
 41:                 sprite.move(-.25, 0);
 42:         } else if (sf::Keyboard::isKeyPressed(sf::Keyboard::Right)) {
 43:                 sprite.move(.25, 0);
 44:         } else if (sf::Keyboard::isKeyPressed(sf::Keyboard::Up)) {
 45:                 sprite.move(0, -.25);
 46:         } else if (sf::Keyboard::isKeyPressed(sf::Keyboard::Down)) {
 47:                 sprite.move(0, .25);
 48:         } else if (sf::Keyboard::isKeyPressed(sf::Keyboard::Num1)) {
 49:                 sprite.rotate(1);
 50:         } else if (sf::Keyboard::isKeyPressed(sf::Keyboard::Num2)) {
 51:                 sprite.rotate(-1);
 52:         }
 53:
 54:         if (sprite.getPosition().x < 0) {
 55:             sprite.setPosition(0, sprite.getPosition().y);
 56:         }
 57:         if (sprite.getPosition().y < 0) {
 58:             sprite.setPosition(sprite.getPosition().x, 0);
 59:         }
 60:         if (sprite.getPosition().x + sprite.getGlobalBounds().width > WIN
DOW_WIDTH) {
 61:             sprite.setPosition(WINDOW_WIDTH - sprite.getGlobalBounds().wi
dth, sprite.getPosition().y);
 62:         }
 63:         if (sprite.getPosition().y + sprite.getGlobalBounds().width > WIN
```

```
DOW_HEIGHT) {
   64:                    sprite.setPosition(sprite.getPosition().x, WINDOW_HEIGHT - sp
rite.getGlobalBounds().height);
   65:                }
   66:            }
   67:
   68:        return 0;
   69: }
```