

Playing with the window

SFML allows you to play with your windows a bit. Basic window operations such as changing the size, position, title or icon are supported, but unlike dedicated GUI libraries (Qt, wxWidgets), SFML doesn't provide advanced features. SFML windows are only meant to provide an environment for OpenGL or SFML drawing.

Some common operation that we can perform to our window

Change the position of window

```
// change the position of the window (relatively to the desktop)
window.setPosition(sf::Vector2i(10, 50));
// passing the specific co-ordinates of a desktop, that will position the window on that co-ordinates!
```

Change the size of window

```
window.setSize(sf::Vector2u(640, 480));
```

Change the title of the window

```
window.setTitle("SFML window")
```

Get the size of the window

```
sf::Vector2u size = window.getSize();
unsigned int width = size.x;
unsigned int height = size.y;
```


Check window focus state

```
bool focus = window.hasFocus(); // returns true if window is active else return false
```

For more functions check out the below link :)

sf::Window Class Reference (SFML / Learn / 2.5.1 Documentation)

Window that serves as a target for OpenGL rendering. sf::Window is the main class of the Window module. It defines an OS window that is able to receive an OpenGL rendering. A sf::Window can create its own new window,

 https://www.sfml-dev.org/documentation/2.5.1/classsf_1_1Window.php

