sf::Color Class

Utility class for manipulating RGBA colors and this class has four data members where each member consumes 1-byte of memory space to represent the single component of a color.

sf::Color is a simple color class composed of 4 components :

- Red
- Green
- Blue
- Alpha (opacity)

Each component is a public member, an unsigned integer in the range [0, 255]. Thus, colors can be constructed and manipulated very easily :

```
sf::Color::Color (Uint8 red, Uint8 green, Uint8 blue, Uint8 alpha = 255)
```

Construct the color from its 4 RGBA components.

```
sf::Color color(255, 0, 0); // alpha parameter is optional
// alpha = 255 (100% opacity)
// aplha = 0   (100% transparent)
or
sf::Color color(255, 0, 0, 200); // with aplha parameter
```

The most common colors are already defined as static variables :

```
sf::Color black       = sf::Color::Black;
sf::Color white       = sf::Color::White;
sf::Color red         = sf::Color::Red;
sf::Color green       = sf::Color::Green;
sf::Color blue        = sf::Color::Blue;
sf::Color yellow      = sf::Color::Yellow;
sf::Color magenta     = sf::Color::Magenta;
sf::Color cyan        = sf::Color::Cyan;
sf::Color transparent = sf::Color::Transparent;
```

To know more about, check out the below link :)

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

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https://www.sfml-dev.org/documentation/2.5.1/classsf_1_1Color.php#details