**Adding Text**

https://www.youtube.com/watch?v=EA5SP0V8DqY&index=49&list=PLRtjMdoYXLf776y4K432eL\_qPw4na\_py3

#include "stdafx.h"

#include "SFML/Graphics.hpp"

#include <iostream>

#include <windows.h>

int main()

{

sf::RenderWindow window (sf::VideoMode(640, 480), "SFML works!");

sf::Font font;

font.loadFromFile("arial.ttf");

sf::Text text;

text.setFont(font);

text.setString("Batman");

text.setFillColor(sf::Color::Red);

text.setCharacterSize(40);

while (window.isOpen()) {

sf::Event event;

while (window.pollEvent(event))

{

switch (event.type)

{

case sf::Event::Closed:

window.close();

break;

}

}

window.clear();

window.draw(text);

window.display();

}

}

**Result**

