**Window and Text Events**

https://www.youtube.com/watch?v=UOcbfviibeY&index=7&list=PLRtjMdoYXLf776y4K432eL\_qPw4na\_py3

https://www.youtube.com/watch?v=lrJulrbFyLs&index=8&list=PLRtjMdoYXLf776y4K432eL\_qPw4na\_py3

#include "stdafx.h"

#include "SFML/Graphics.hpp"

#include <iostream>

int main()

{

sf::RenderWindow window (sf::VideoMode(600, 600), "SFML works!");

while (window.isOpen()) {

sf::Event event;

while (window.pollEvent(event)) {

switch (event.type) {

case sf::Event::Closed:

window.close();

break;

case sf::Event::Resized:

std::cout << event.size.width << " : "

<< event.size.height << std::endl;

break;

case sf::Event::GainedFocus:

std::cout << "Gained focus" << std::endl;

break;

case sf::Event::LostFocus:

std::cout << "Lost focus" << std::endl;

break;

case sf::Event::TextEntered:

if (event.text.unicode == 65)

std::cout << "Letter A has been pressed" << std::endl;

break;

}

}

window.clear();

window.display();

}

}

(Recommended to copy and paste the code into an IDE for proper examination)

**Result**

