Contents

#include <SFML/Window.hpp> #include <SFML/Graphics.hpp> #include <iostream>
#include "snake.h" #include "food.h"
int waittime = 300;
void checkControls(Snake* snake) { if (sf::Keyboard::isKeyPressed(sf::Keyboard::Right)) { snake->setDirection('R'); }
if (sf::Keyboard::isKeyPressed(sf::Keyboard::Left)) { snake->setDirection('L'); }
if (sf::Keyboard::isKeyPressed(sf::Keyboard::Down)) { snake->setDirection('D'); }
if (sf::Keyboard::isKeyPressed(sf::Keyboard::Up)) { snake->setDirection('U'); }
if (sf::Keyboard::isKeyPressed(sf::Keyboard::Space)) { waittime = 15; } else { waittime = (500 / snake->getSegs()) + 10; }
}
int main(int argc, char const *argv[]) { sf::RenderWindow window(sf::VideoMode(1000, 1000), "Snake");
sf::RectangleShape border(sf::Vector2f(800.f,800.f)); border.setPosition(40.f, 40.f); border.setOutlineThickness(2.f); border.setFillColor(sf::Color::Transparent);
sf::Font font; font.loadFromFile("operatormono.otf");
Snake snake(&window, &border); Food food(&window, &snake);
sf::Clock clock;
while (window.isOpen()) { sf::Event event;
if (clock.getElapsedTime().asMilliseconds() > waittime) { clock.restart(); snake.move(); }
while (window.pollEvent(event)) { switch (event.type) { case sf::Event::Closed: window.close(); break; } }
window.clear(sf::Color::Black);
checkControls(&snake);
snake.draw(); window.draw(border); food.draw(); food.checkEaten();
window.display(); }
return 0; }