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1 //*****
2 // File name:  SDLDriver.cpp
3 // Author:    Computer Science, Pacific University
4 // Date:      1/31/2017
5 // Class:     CS 250
6 // Assignment: SDL Example
7 // Purpose:   Demonstrate how to write an SDL driver
8 //*****
9
10 #include "SDLManager.h"
11 #include "Color.h"
12
13 //*****
14 // Function:   main
15 //
16 // Description: Demonstrate how to build an SDL app, draw a circle, lines,
17 //              and text on the screen
18 //
19 // Parameters: argc, argv - command line arguments
20 //
21 // Returned:   int - EXIT_SUCCESS
22 //*****
23 int main (int argc, char *argv[])
24 {
25     int windowXPosition = 100,
26         windowYPosition = 100,
27         windowSizeX = 640,
28         windowSizeY = 640;
29     SDL_Event uEvent;
30     SDLManager &rcManager = SDLManager::instance ();
31
32
33     // initialize app
34     rcManager.initializeWorld (windowXPosition, windowYPosition,
35                               windowSizeX, windowSizeY);
36     rcManager.setBackgroundColor (Color::GRAY);
37     rcManager.setForegroundColor (Color::BLACK);
38     // end initialize app
39
40     rcManager.animationStart ();
41     rcManager.clearBackground ();
42
43     // game loop
44     while (rcManager.animationIsRunning ())
45     {
46         // update
47         // move items, change position of objects.
48
49         // end update code
50
51
52     rcManager.clearBackground ();
```

```
53
54     // draw
55     // draw items on the screen.
56
57     rcManager.displayText (150, 50, "Welcome to CS250", Color::BLUE);
58     rcManager.drawLine (0, 0, 639, 639);
59     rcManager.drawLine (639, 0, 0, 639);
60     rcManager.drawFilledCircle (320, 320, 50, Color::AQUA);
61
62     // end draw code
63
64     if (rcManager.getSDLEvent (uEvent))
65     {
66         if (SDL_QUIT == uEvent.type)
67         {
68             rcManager.animationStop ();
69
70             // customize QUIT event handling
71
72             // end QUIT event handling
73         }
74
75         // handle event
76
77         // end handle event code
78     }
79
80     rcManager.render ();
81 }
82
83
84
85 return EXIT_SUCCESS;
86 }
87
```