

In this project we will improve the text-output/console version of the graph visualization project to incorporate the SFML libraries to render the graph and watch it animate under the influence of the repellent and attractive forces. Draw the nodes as filled-in circles and the edges as line segments connecting those nodes. Use any color scheme you like, but try to scale the image so that it fits visibly and neatly (as much as is possible) on the screen in a large-enough window.

For a guide on setting SFML on your computer, see

<http://gamecodeschool.com/sfml/setting-up-visual-studio-and-sfml-development-environment/>

Your `main()` function should look something like this:

```
1 #include "SimpleGraph.hpp"
3 int main() {
    sf::RenderWindow window(sf::VideoMode(600,660),"Graph Visualizer");
5
    window.setFramerateLimit(60); // Throttle back the frame rate to 60.
7    SimpleGraph g;
    while(window.isOpen()) {
9        sf::Event event;
        // Call g's updater
11       while(window.pollEvent(event)) {
            // Call g's processor
13            if(event.type == sf::Event::Closed)
                window.close();
15        }
        window.clear();
17        window.draw(g);
        window.display();
19    }
}
```

You can build in a time limit if you like, or just let it run indefinitely. What happens to the various graphs we looked at in <http://geofhagopian.net/CS007B/CS7B-F18/code/graphs.zip> ?