Task 15.P

1. The URL for SDL2 is: <https://wiki.libsdl.org/SDL2/FrontPage>
2. Simple DIrectMedia Layer 2.0.
3. The zlib license.
4. Windows, Mac OS X, iOS and Android, Linux/Unix, etc. (Oh my god, it supports Ouya).
5. Written in C, unsure about standard, but will assume C17?
6. <https://wiki.libsdl.org/SDL2/CategoryAPI>
7. The Source Code is the entire uncompiled code. Runtime libraries are the code compiled so that the necessary functions can be accessed during the running of a program, and the Development Libraries are libraries compiled in a way that works with IDEs and the functions can be referenced by code.
8. There is a version set up specifically for Visual Studio that I will be using. This is due to me using Visual Studio. That is all the insight I am currently able to share on this matter.
9. SDL2 is more focused on providing basic multimedia functionality, such as image, graphics and audio, as well as input and window management. A game framework, however, would be more focused on providing game-specific functionality, such as physics, collision, asset and agent management, scene management and so forth.
10. C/C++ or VC++ Directories need to have Include Directories and Library Directories properties altered. Linker > Input > Additional Dependencies also needs to reference SDL.lib and SDLmain.lib.
11. I mainly followed this tutorial, though I also included the DLL within the debug folder too and will be doing the same for release, should I need to: <https://www.youtube.com/watch?v=13AEnd8XB70>

Program Demo:



