COS30031 Ben Holmes 103024841 Lab17 Questions: 28/10/2024

1. <https://www.libsdl.org>
2. Simple DirectMedia Layer
3. Zlib license (free use in any software)
4. Window, Mac, Linux, IOS and Android
5. Written in C
6. <https://wiki.libsdl.org/SDL2/CategoryAPI>
7. The source code is the raw working code developed by SDL. The runtime binaries are the files that the application needs to use at run-time to access the library functions. The development libraries are the source code compiled into libraries which perform all the actions but are read only.
8. I downloaded the development libraries as it was the recommended way in the LazyFoo tutorial
9. SDL is providing a full media layer, designed to do audio, video as well as things for games. Whereas a game framework will only provide what is needed for creating games.
10. I had to adjust the projects:
    1. Include directories
    2. Library directories
    3. And Linker Input additional dependencies
    4. As well as add the library to my PATH environment variable
11. <https://lazyfoo.net/tutorials/SDL/01_hello_SDL/windows/msvc2019> and <https://lazyfoo.net/tutorials/SDL/04_key_presses>