Bernardo Fitzmaurice Acevedo 105297603

Class code: COS30031

Start date: 05/10/2024

Task 17 Lab SDL2 Concepts

**Some \*very\* basic warm up questions:**

1. **What is the official URL for the SDL2 website?**
   1. <https://www.libsdl.org>
2. **What does “SDL” stand for?**
   1. Simpke DirectMedia Layer.
3. **What license is SDL2 released under?**
   1. Under the “zlib License”.
4. **What platforms does SDL2 support?**
   1. Windows, macOS, Linux, iOS, Android, etc.
5. **What language and standard (version) is SDL2 written in?**
   1. SDL2 is written in C.
6. **Where (URL) can you search the SDL API by Name for particular function or type details?**
   1. <https://wiki.libsdl.org>

**Some medium level questions:**

1. **SDL can be downloaded as “Source Code”, “Runtime Binaries” or “Development Libraries”. What is the difference?**
   1. “Source Code” is the actual SDL codebase, allowing me to compile it myself. “Runtime Binaries” is a precompiled version of SDL, used for a specific platform. “Development Libraries” include both the headers and compiled libraries necessary.
2. **For the different download options, which one do you personally want to use with your IDE setup? (If you use a different way to setup SDL, such as a package manager, state what you have used or will use.)**
   1. I would prefer the “Development Libraries”. This because I use VS Community as my IDE.
3. **In simple terms, what are some of the differences between a multimedia library like SDL and a “game framework”? Think about what SDL is trying to provide compared to what a game framework tries to provide.**
   1. SDL is more focused on handling the hardware and multimedia components of a game, in other words a “abstraction layer”. While a “game framework” is more specified for game logic and development, supporting game functionalities.

**Answer these questions after you have completed the code demo;**

1. **For your particular IDE and setup, what settings are needed to make your project work with SDL2?**
   1. **There will need to be libraries/references set. Make a clear note of what and how.**
      1. I need to download SDL2 and paste it in my C:/ disc.
      2. Create a new project and modify the properties, linker and paths to insert the libraries for SDL2 to work.
   2. **Even if you use a pre-setup SDL2 project, inspect the settings/properties and note where the library and/or reference details are set, and also check for relevant complier/linker options.**
      1. Everything is set on a folder called “SDL2” on my C:/ disc.
      2. For the linker I must verify that “SDL2.lib” and “SDL2main.lib” are store in the Dependencies.
      3. I must add SDL2.dll as a “Path” environment.
2. **What tutorial(s)/internet resource(s) did you find most useful when creating your demo program?**
   1. <https://www.youtube.com/watch?v=13AEnd8XB70&t=29s>
   2. <https://dev.to/noah11012/using-sdl2-opening-a-window-79c>
   3. <https://stackoverflow.com/questions/3741055/inputs-in-sdl-on-key-pressed>
   4. <https://lazyfoo.net/tutorials/SDL/02_getting_an_image_on_the_screen/index.php>