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.**
   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.**
2. **What tutorial(s)/internet resource(s) did you find most useful when creating your demo program?**