Task 15

1. What is the URL for the SDL2 Website?

<https://www.libsdl.org/>

1. What does “SDL” stand for?

Simple DirectMedia Layer

1. What license is SLD2 released under?

The Zlib license <https://www.zlib.net/zlib_license.html>

1. What platforms does SDL2 support?

Windows, Mac OS X, Linux, iOS and Android.

1. What language and standard (version) is SDL2 written in?

It’s written in C meaning it is compatible with c++. The first release of sdl2 was written in c11 but I can’t find any information if the version has been updated.

1. Where (URL) can you search the SDL API by name for particular function or type details?

<https://wiki.libsdl.org/wiki/search>

1. SDL can be downloaded as “Source Code”, “Runtime Binaries” or “Development Libraries”. What is the difference?
2. For the different download options, which one do you personally want to use with your IDE setup?
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.