

COMP350: Algorithms & Optimisation

1: The Optimisation Process

Learning outcomes

By the end of today's session, you will be able to:

- ▶ **Recall** the key stages of the graphics pipeline
- ▶ **Explain** the differences between a CPU and a GPU
- ▶ **Write** basic programs using SDL and OpenGL

Debrief

It's the end of today's session. You are now able to:

- ▶ **Recall** the key stages of the graphics pipeline
- ▶ **Explain** the differences between a CPU and a GPU
- ▶ **Write** basic programs using SDL and OpenGL