

SDL2Project2017

Tutorial code for teaching SDL2

- Tutorials
 - 01HelloSDL
 - create window
 - create renderer
 - display image
 - SDL Event: SDL_QUIT
 - 02DrawTTFText
 - render text using SDL2_ttf
 - 03HelloSDL_Reform
 - rewrite the HelloSDL example
 - structured programming model
 - shared global variables
 - initApp
 - handleEvent
 - display
 - endApp
 - create sub window
 - 04EvenMouseKey
 - mouse event
 - mouse motion
 - mouse down
 - key event
 - key pressed
 - key text
 - key modifier
 - 05DrawGeometry
 - draw basic geometry
 - point, line, poly lines, rectangle, filled rectangles
 - a demo to draw fractal koch snow curve
 - 06PlayMixerSound
 - init SDL_Mixer subsystem
 - load mp3/wave
 - play sound using SDL2_mixer
 - resume/stop playing
 - 07ImSDL2GUI
 - Immediate mode graphics user interface (ImGui)
 - [An excellent ImGui tutorial](http://sol.gfxile.net/imgui/index.html)
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 - write our own GUI controls
 - text label
 - button
 - slider bar
 - textinput