Gathering Information about different programing languages:

‘Silverlight is a powerful development tool for creating engaging, interactive user experiences for Web and mobile applications. Silverlight is a free plug-in, powered by the .NET framework and compatible with multiple browsers, devices and operating systems, bringing a new level of interactivity wherever the Web works.’ – From <http://www.microsoft.com/silverlight/>

‘The most common drawback of object oriented programming in the context of high performance graphics (games etc.) is the memory bottleneck’ […] ‘Unless you're developing for a platform that's seriously short of memory, C++ is usually a better choice (especially in its standard library, it does use more memory, but usually does so to improve speed).’- [http://stackoverflow.com/questions/2241166/c-or-c-for-opengl-graphics#](http://stackoverflow.com/questions/2241166/c-or-c-for-opengl-graphics) -

‘OpenGL and C++. You can use it to make platform independent 3D graphics. (Mac,Windows,Linux..)   
You will also need to find a window manager to display your OpenGL code. GLUT is good to start with. Qt is one I use which has other useful features, and also works on many platforms.   
OpenGL ES is very similar to OpenGL, just optimized for mobile devices.   
If you are using a mac, OpenGL is great, DirectX and C# are only available on windows.’- <http://answers.yahoo.com/question/index?qid=20111008193739AAdndMr>

<http://www.cprogramming.com/tutorial/opengl_introduction.html> - Contains tutorials on C++ and OpenGL.

<http://msdn.microsoft.com/en-us/library/k1sx6ed2(v=vs.80).aspx> – C#

Talking to my dad (C, C++ and C# specialist):

C, C++ and C# are very similar in syntax but they are different programing languages; C++ is an upgrade of C which introduces objective programing. C# is .Net based languages while C and C++ are not. What this means: ADD CHART HOW .NET PROGRAMS WORK.

Direct X with C#!

DirectX is used in Xbox graphics. It’s a very powerful tool .

From gathering information I want to learn

I found this video which exactly shows what I want to do <http://www.youtube.com/watch?v=4qaw_SpHY4w>

An **application programming interface API** .

Used to

Tutorials :- in this: