--- “new” - <https://www.geeksforgeeks.org/new-operator-java/>

Tutorial 1:

Set up class ‘DisplayManager’ using OpenGL display class:

* createDisplay – | Don’t understand attribs | Gave display width height | created display passing it ‘attribs’ (?object?) | Gave tittle | Using glu created the render viewport as 100% of the display |
* updateDisplay – | Synced | Refreshed |
* closeDisplay -- | Destroy display |

Created ‘MainGameLoop’ class:

* Set up while loop -- | Simpy updates the display every time it runs
* Closes display