# Lab 16 notes:

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Q1: <https://www.libsdl.org/>

Q2: Simple Directmedia Layer

Q3: Released under the zlib license <https://www.zlib.net/zlib_license.html>

Q4: Supports windows, mac, linux, ios and android

Q5: Written in C <https://www.libsdl.org/index.php>

Q6: <http://wiki.libsdl.org/CategoryAPI>

Q7: I couldn’t find where they explain the different options, but here’s my assumptions:

* Source Code: The source code of the for people who wanna work on the library itself
* Runtime Binaries: Code for running games that use this library
* Dev Libraries: Code for game devs to use for making their games

Q11: <https://www.youtube.com/watch?v=QQzAHcojEKg&ab_channel=Let%27sMakeGames>