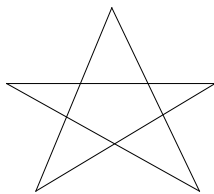


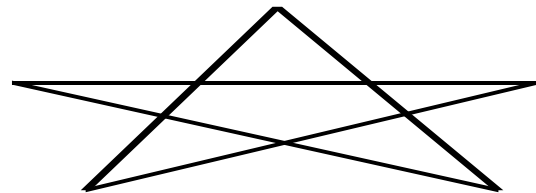
## Self-Assessment Exercise: Chapter 2

1. Do text book exercises 2.14 and 2.18.
2. Explain what *double buffering* is and how it is used in computer graphics.
3. Explain what is meant by the following terms with respect to OpenGL programming
  - 3.1 Event Processing
  - 3.2 Callbacks
    - Display
    - Reshape
    - Idle
    - Keyboard
    - Mouse
4. What is Hidden surface removal and how is it implemented in OpenGL?
5. What is the purpose of the GLFlush Statement in OpenGL?
6. Discuss the difference between the RGB colour model and the indexed colour model with respect to the depth of the frame (colour) buffer.
7. When the window, which displays Picture A below, is resized the picture becomes distorted. A horizontal increase in size of the window causes the picture to look more like the Picture B. Explain why this occurs and describe how we could prevent this from happening.



B

Picture A



Picture