# Cap1: Vertex Buffers and Drawing a Triangle in OpenGL

* Vertex buffer: memory buffer, a blow of memory where to push bytes on it. A vertex buffer is memory inside the GPU memory and then the drawcall will take it and put it in the window. Furthermore, you need to define how to interpretate that information.
* Shader is a program that runs in the GPU. A bunch of code, very specific but powerful.
* OpenGL operates as a static machine that depends on the buffer, shader and the drawcall. Simple.
* Every object has its own id. Buffer, shader, text etc…
* Doc. for the OpenGL library (glfw): <https://docs.gl/>

# Cap2: Attributes and Layouts in OpenGL

* This is the way you show how is the information in the buffer stored.