Displays & Windows	
(a, a) ×	
<b>→</b>	ofter the screen is filled with pinel,
left-handed system	
	we do v-blank eo clean the screen
	<b>*</b>
1	this is a right-hand sys
y this is most case	> x v-blank from top to
	<u>`</u>
in 2D system	bottom.
	this one is easier
Since it is close to the	bottom.  this one is easier  way and it is most math transformation
we implement matrics in	perform (geomatry (ane)
programming.	
1)	
User space / Device s	pace
whichever left-hand	ded and bind to device eype and
1860	vanda ta est
you like	render target.