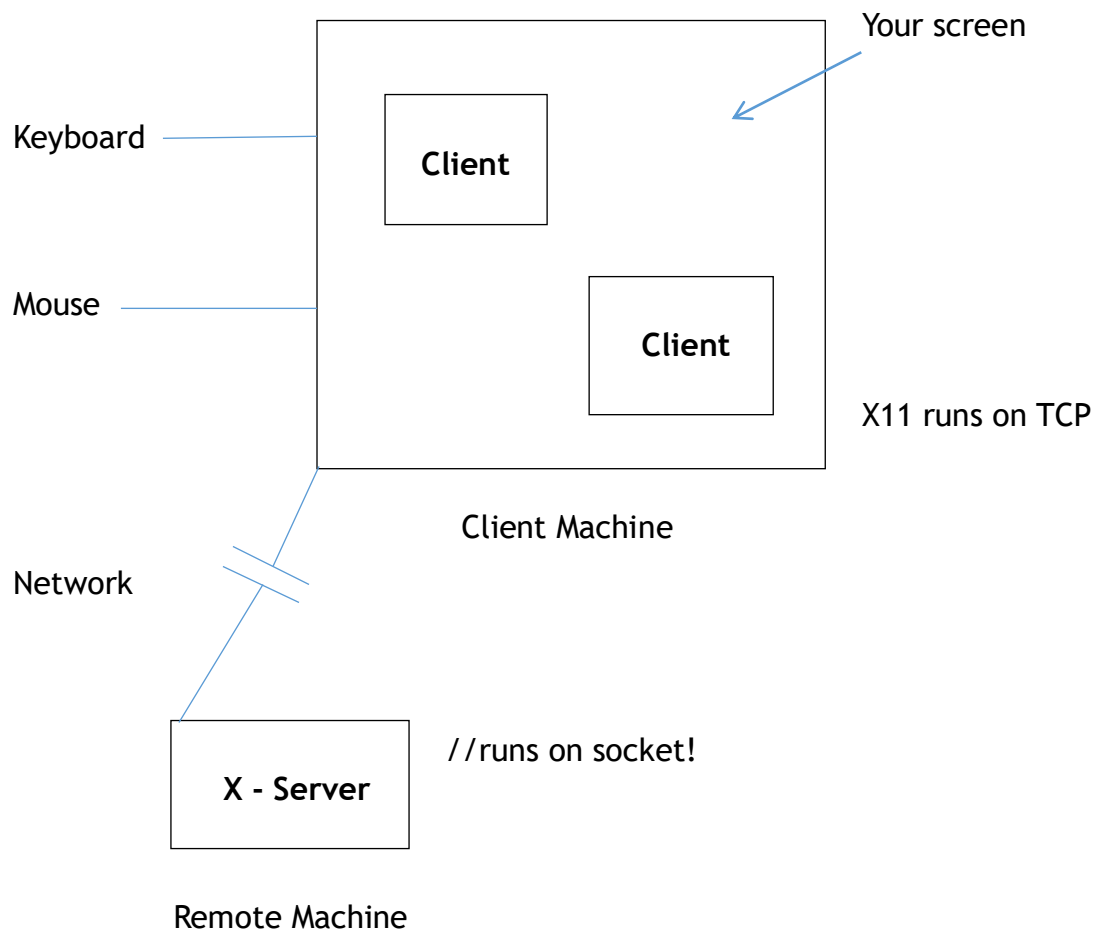


Name : Muhammad Ishraf Shafiq Zainuddin

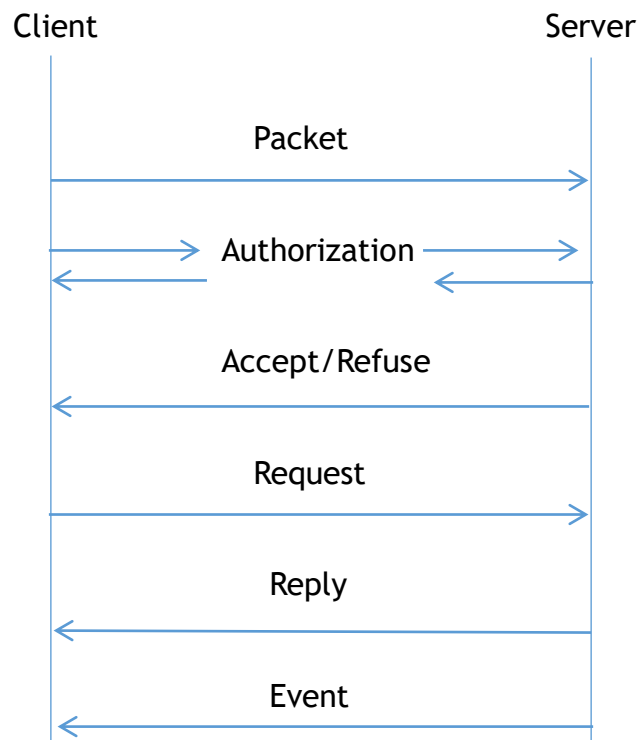
ID : 200342741

Date : 20th June 2018

Notes



- X - System Client - Server Comms:



- X - Event simply a packet being sent to the X - Server
- * Every event has to be associated with sort of window.
- X - Event only correspond to the window that being focused on.
 - ~ e.g: the pointer being clicked on the specific window
- Window ID is important
 - ~ Windows that being focused on does not need to being exposed.
 - ~ During X - Event, some of the windows in a background being exposed.
Back and forth.
 - ~ However, if the client does not interest with the event, it will be passed to another/next one.

- Key concept of X - Event:

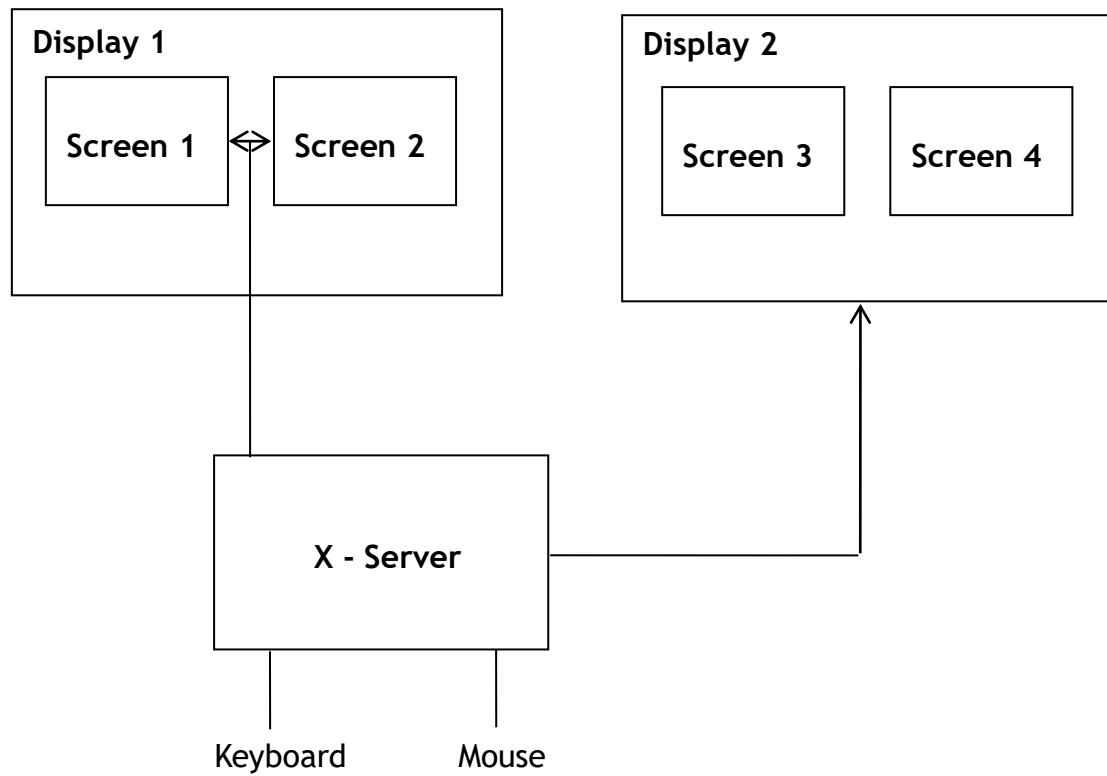
- ~ Setting up
- ~ Input mass
- ~ Creating an instance of X - Event
- ~ Check for X - Event
- ~ Handling the X - Event

- Windows Hierarchy:

- ~ Window is a region
- ~ Window is a child of another Window except the Root Window
- ~ Stacking order
- ~ Visibility notification (e.g exposed event)
- ~ X - Event's not gonna happen when there's no event going from the client to server.

- Device?

- ~ Display/Screen
 - > All the visual connected to the X - System



- Specify which display you want to connect to..
- Display is also an option...