Lecture 1: Event Driven Programming – Review Questions

• What is event driven programming?

• Graphics programming is often described to follow the Model-View-Control (MVC) paradigm. What is meant here by model? by view? by control?

• Talk through each of the following functions defined or used in starter.c for programming assignment #1. Describe what each function does and how it fits into the operation of the program as a whole:
  
  o main
  o glutMainLoop
  o display
  o mousebutton
  o mousedrag
  o keyboard

• What is double buffering? Why do we need it? How does it work?

• List all of the OpenGL calls needed to make use of double buffering.

• What is the role of the depth buffer? How does it work?

• List all of the OpenGL function calls needed to make use of depth buffering.

• How do we typically represent color in computer graphics? What is the color value for red? blue? yellow? white? black? grey?