# 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:

    - main
    - glutMainLoop
    - display
    - mousebutton
    - mousedrag
    - 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?