

Three Levels of Fun in Graphics



Graphics Layer

- a pointer
- pixel format
- width
- height
- pitch



Visuals

- Static Color
- Pseudo Color
- Static Gray
- Gray Scale
- True Color
- Direct Color



點陣工法

- DrawLine(p1, p2)
- DrawRect(p1, p2, fill)
- DrawArc(p, width, height, start, end)

合成

- (SRC op1 MASK) op2 DST
 - (SRC in MASK) over DST
 - (SRC in MASK) xor DST

Human Interaction

- Object with hierarchy
- Z-ordered
- Event driven



Hardware Limits

- No backing store
- Slow



Tool kits

- Common components
 - Menu
 - Button
 - Combo
 - Text Entry
 - Per widget signals
 - Button is 'clicked'
 - Combo is 'changed'
 - Automatic size allocation
 - Theming
-
-