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Subject: Re: Porting (Mac OS X) and "reference application" idea

Posted by [kohait00](#) on Thu, 26 Aug 2010 09:48:04 GMT

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and some more

Quote:

The Quartz 2D C API

Quartz 2D is one part of a larger graphics environment known as Core Graphics. In addition to Quartz 2D, Core Graphics interacts with the window system and hardware to integrate graphics created by the many different graphics libraries on the system. It is responsible for managing the display environment and working with the window server and Quartz compositor to create the image presented on the screens. While Core Graphics encompasses more than Quartz 2D, it's not unusual for people to use the two terms interchangeably when discussing Quartz 2D in context.

The Core Graphics API is an object oriented API. To allow developers to use that API in as many environments as possible, however, the system implements it as a set of C routines. The API itself draws upon the object-oriented concepts of encapsulation, inheritance, and polymorphism. Because C doesn't directly support these concepts, Core Graphics uses opaque data types, in the place of classes, to support encapsulation and inheritance. To provide polymorphism, Core Graphics applies a naming convention to its routines.

<http://flylib.com/books.php?ln=en&n=3&p=310&c=9& amp;p1=1&c1=1&c2=100&view=1>

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