

1. Think back to the `show(string)` method from the `Sprite` class in Homework 3. The goal of this method is to support the display of a sequence of frames, thus giving the illusion of animation. Explain why it doesn't work to have the code within `show(string)` loop through multiple frames. Your explanation should include a mention of the role of `SDL_RenderPresent`.

2. What is a benefit of using a TrueType font, compared to a “bitmapped” font in which each character is stored as a rectangle of pixels?

3. What is the problem that we are trying to solve (or at least ameliorate) by using the Event Queue pattern?

4. Briefly explain the pros and cons of static linking and dynamic linking.

5. Why did we often have to copy SDL.dll and other .dll files into the same directory as the executable? Explain what the problem is and how the copying resolves the problem.