

# Final Project and openFrameworks

# Final Project

- Application using openFrameworks
- Use a window
- Use a significant library not presented in class

# We will cover

- GUI and UI Design
- openFramework gui
- smart pointers
- Unix tools

# What to Cover?

- A. Native GUI
- B. 3d Graphics
- C. Networking
- D. Sound
- E. Database Stuff

openFramework