



Initialization

Command line processing, underlying window system initialization, initial display window creation.

Window Management

Create and control windows (size, position, ...)

Menu Management

Create and control pop-up menus.

Callback Registration

Register “callbacks” to be called by the event processing loop.

Callbacks are an integral part of event-driven programming.

```

while( 1 ) // continuous loop ...
{
    // Events: mouse move, keypress, redraw, menu, timer, ...
    wait_for_an_event( &event_info );
    handle_the_event( event_info );
}
  
```

Event Processing

Continuously calls GLUT callbacks as necessary.

State Retrieval

Allows programs to retrieve state from GLUT.

Font and Geometry Rendering

Stroke and bitmap fonts, (some) canonical 3D objects (e.g.: spheres, cones, ...)