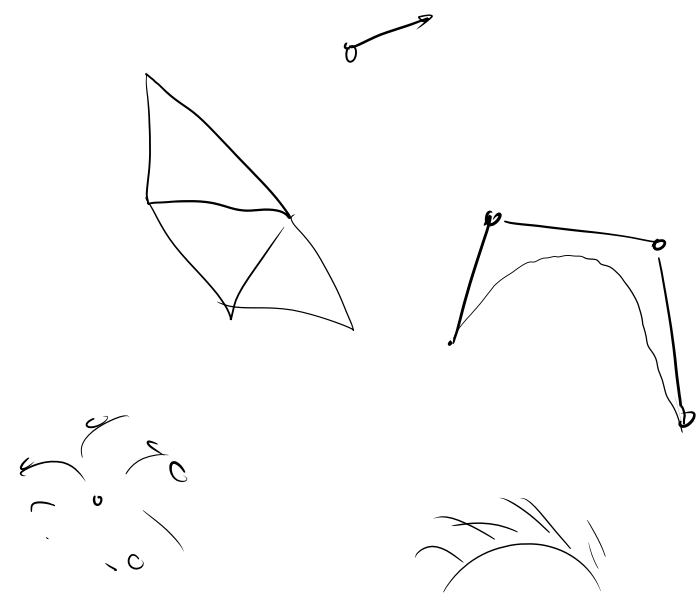
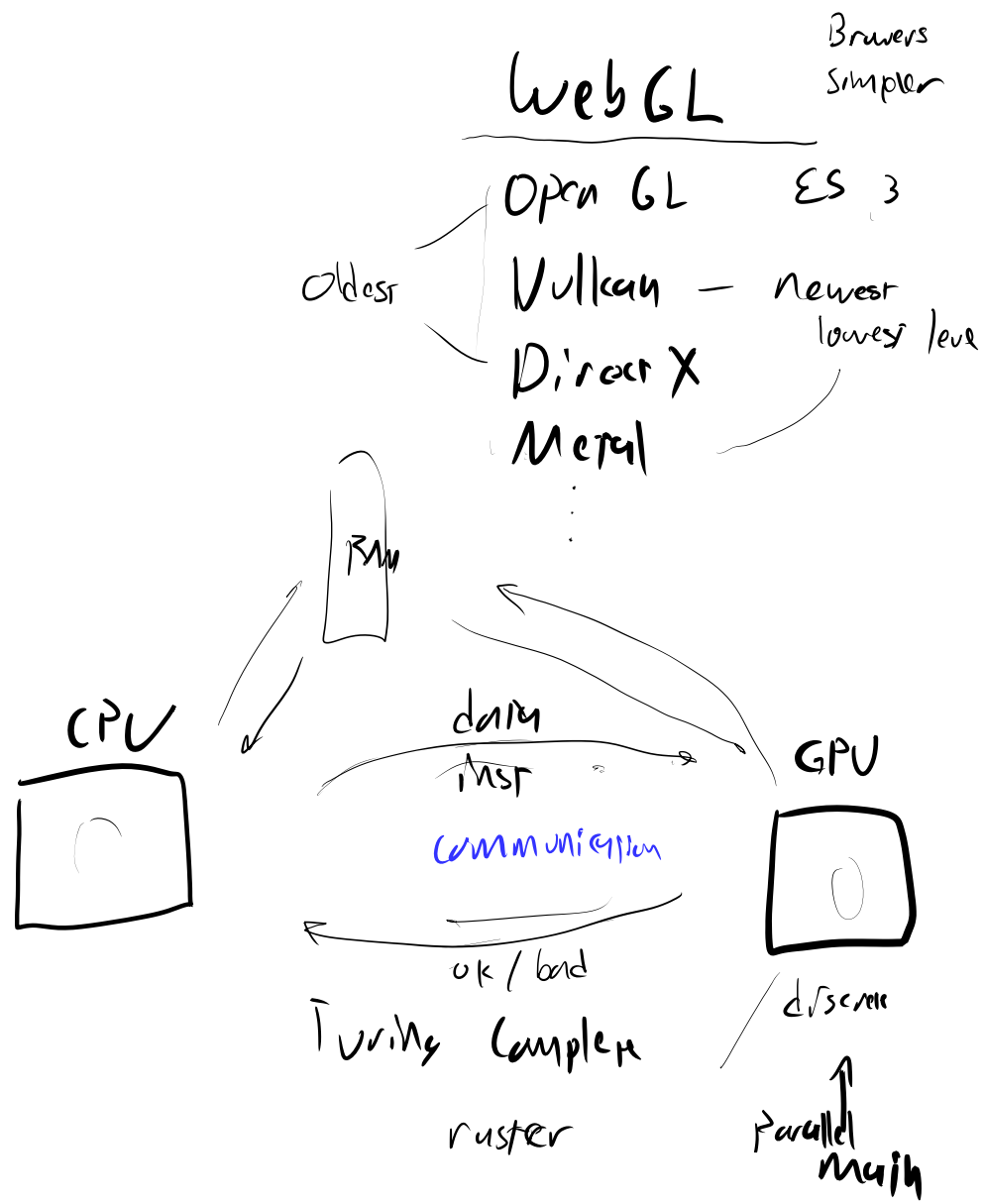
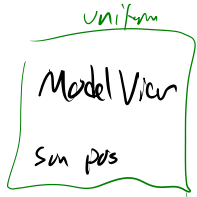
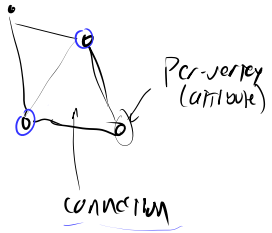


input
AI
control
T. val
new / trial

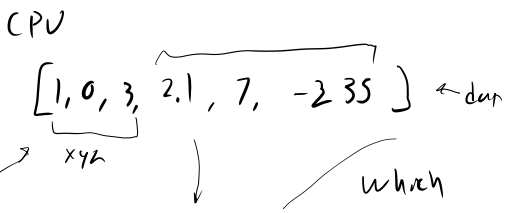
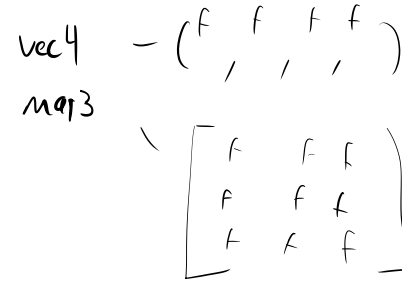
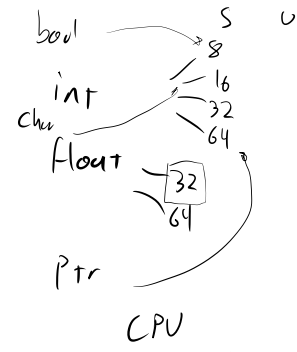




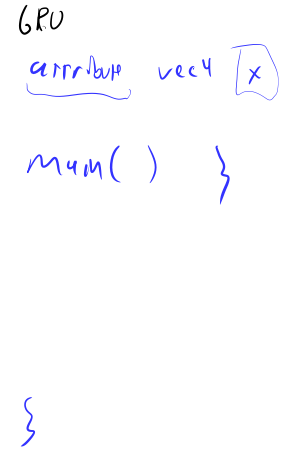
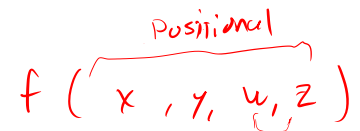
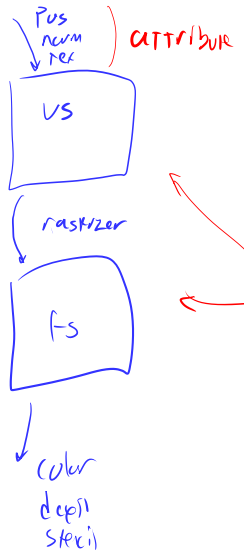
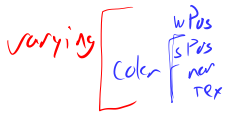
webGL

- Shaders
- Vertex
 - Fragment
- Data → shaders
- Buffers

GLSL



- Triangles
- Triangle fan
- Triangle strip
- index buffer



SO

HW

10%

2s

Quiz

$\max(Q, F)$

2s

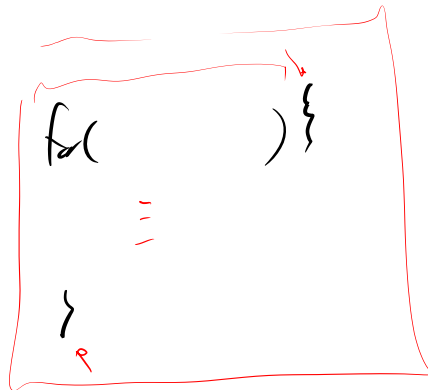
Final

$\max(Q, F)$

History

LISP - under hood

Java - looks like

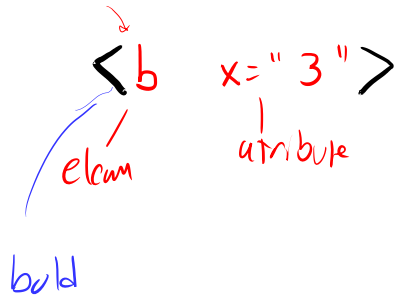


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Code

`</script>`

HTML
SGML



``

CSS

selectors
display

`<article >`

`<article>`

