CPU

GPU

glBufferData

allocates storage for **and** copies data to VBO

The compiled and linked program

vertex shader (hello.vsh)

per-vertex attribute Symbol Table (Used by **vertex fetch** to feed **vertex shader**.)

	Name	Info
0	mcPosition	…

glDrawArrays initiates execution of the compiled and linked program.
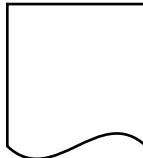
glVertexAttribPointer tells "vertex fetch" how to extract VBO data for vertex *i* of a primitive. (Conceptually this is part of "Info" in the per-vertex attribute Symbol Table.)
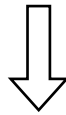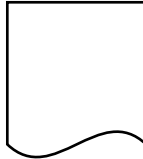
fragment shader (hello.fsh)

per-primitive "uniform" attribute Symbol Table (Accessible to **all** shaders.)

	Name	Value
0	(empty)	

VAO

VBO

x0
y0
x1
y1
x2
y2