High-Level Overview of an OpenGL Program

Your C++ code:
- event management
- compile/link GLSL programs
- memory mgmt & data copying for geometry & attributes
- control & rendering

Compiled GLSL Code:
- vertex shader
- tessellation shaders
- geometry shader
- fragment shader

VAOs
- VBO
- ...
- VBO

Window system interface (e.g., GLFW)

OpenGL libraries (GL, GLU, etc.)

Completed frame buffer image

Events

CPU

GPU