

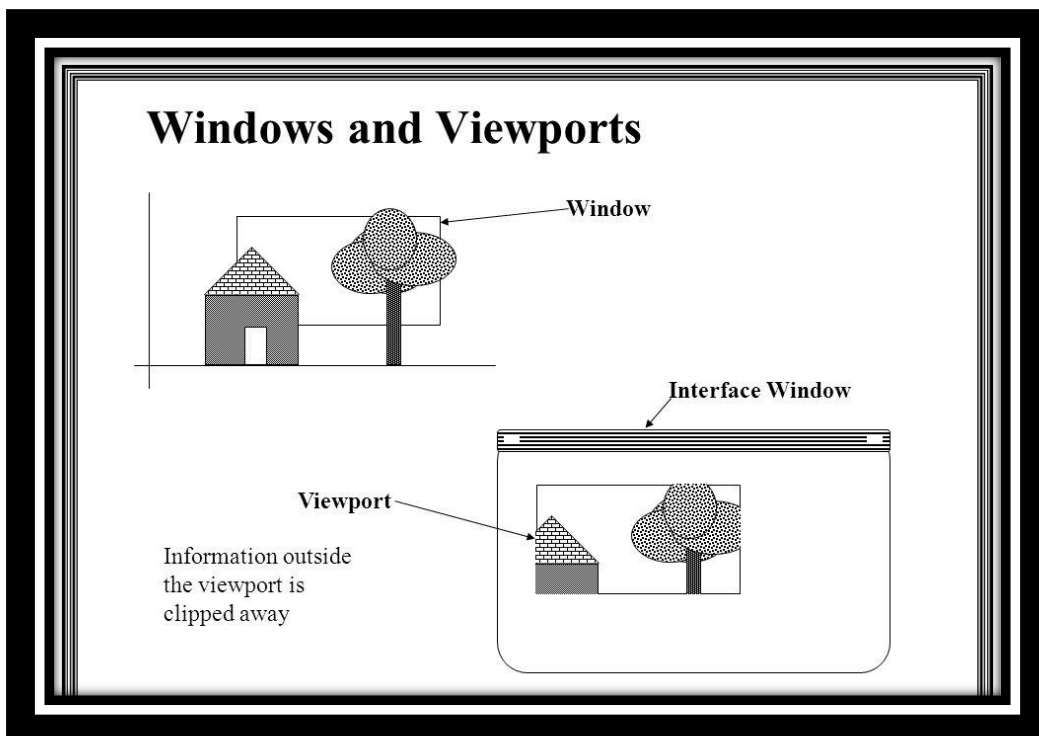
WINDOWS AND VIEWPORTS

WINDOW:

1. A world-coordinate area selected for display is called a window.
2. In computer graphics, a window is a graphical control element.
3. It consists of a visual area containing some of the graphical user interface of the program it belongs to and is framed by a window decoration.
4. The "window" defines what portion of the virtual world you want to render

VIEWPORTS:

1. An area on a display device to which a window is mapped is called a viewport.
2. A viewport is a polygon viewing region in computer graphics. The viewport is an area expressed in rendering-device-specific coordinates, e.g. pixels for screen coordinates, in which the objects of interest are going to be rendered.
3. The "viewport" defines where the rendered image of that portion will be displayed on the screen.



DIFFERENCE BETWEEN WINDOW PORT AND VIEWPORT

Window Port	Viewport
Window port is the coordinate area specially selected for the display.	Viewport is the display area of viewport in which the window is perfectly mapped.
Region Created according to World Coordinates.	Region Created according to Device Coordinates.
It is a region selected form the real world. It is a graphically control thing and composed of visual areas along with some of its program controlled with help of window decoration.	It is the region in computer graphics which is a polygon viewing region.
A window port can be defined with the help of a GWINDOW statement.	A viewport is defined by the GPORT command.