# Stryker MAKO

# Software Engineer C++ Assignment

**Specification document**

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# Chapter 1: Introduction

This document serves as “Software Engineer C++ Assignment” specification document. The solution is developed in visual C++ 2017 using the provided template. It can be easily opened in visual C++ 2013. I have not changed the existing directory structure. I have not changed the design of provided template.

This assignment talks about two problem, one is

# Chapter 2: Features and Functionality

**How to Run?**

The executables can be found in Assignment/Release/Assignment.exe or Assignment/Debug/Assignment.exe and

**Features:**

# Chapter 7: References:

**How to make it compatible with VS 2013.**

Open Assignment.vcxproj file and change

<PlatformToolset>v141</PlatformToolset>

To

<PlatformToolset>v120</PlatformToolset>

Under

<PropertyGroup Condition="'$(Configuration)|$(Platform)'=='<***BUILD\_TYPE***>|Win32'" Label="Configuration">

Where

<***BUILD\_TYPE***> can be “Release” or “Debug” based on if you want Release binaries or Debug binaries respectively.

# Chapter 7: References:

* <https://www.opengl.org/resources/libraries/glut/>
* <https://www.spaceroots.org/documents/circle/circle-fitting.pdf>