

CS 450: Assignment 01

Programming Assignments (50%)

- **This assignment is in C++.**
- Copy `src/app/BasicOpenGL.cpp` and name it **`src/app/Assign01.cpp`**
 - o At lines 81 and 82, change `BasicOpenGL` to `Assign01`
- Make a copy of the `shaders/BasicOpenGL` folder and name it **`shaders/Assign01`**
- Modify **`CMakeLists.txt`** by adding the following lines to the end of the file:

```
add_executable(Assign01 ${GENERAL_SOURCES} "./src/app/Assign01.cpp")
target_link_libraries(Assign01 ${ALL_LIBRARIES})
install(TARGETS Assign01 RUNTIME DESTINATION bin/Assign01)
install(DIRECTORY shaders/Assign01 DESTINATION bin/Assign01/shaders)
```

- Make sure the sample configures, compiles, and runs as-is
- Change the window title from `"BasicGraphics"` to `"Assign01: " + your SITNET ID`
 - o E.g., `"Assign01: realemj"`
- Change the **background color** of the screen to anything other than `(0.0f, 0.0f, 0.7f, 1.0f)`
 - o Look for the `glClearColor()` function in `Assign01.cpp`
 - o Leave the last number (alpha = `1.0f`) alone

Screenshot (50%)

- **Take a screenshot** of the application window.
 - o *Windows:* Alt + Screenshot button
- If not already present, create a folder in project **`screenshots`**
- Copy screenshot in this folder as `"Assign01.png"`

Grading

Your OVERALL assignment grade is weighted as follows:

- 50% - Programming
- 50% - Screenshot