CS 450: Assignment 02

Programming Assignments (95%)

- Copy src/app/Assign01.cpp and name it **src/app/Assign02.cpp**
    - o Similar to before, make sure the shaders are loaded from the **shaders/Assign02** folder (instead of shaders/Assign01)
- Make a copy of the shaders/Assign01 folder and name it **shaders/Assign02**
- Modify **CMakeLists.txt** by adding the following lines to the end of the file:

```
add_executable(Assign02 ${GENERAL_SOURCES} "./src/app/Assign02.cpp")
target_link_libraries(Assign02 ${ALL_LIBRARIES})
install(TARGETS Assign02 RUNTIME DESTINATION bin/Assign02)
install(DIRECTORY shaders/Assign02 DESTINATION bin/Assign02/shaders)
```

- Make sure the sample configures, compiles, and runs as-is
- Change the window title to "Assign02: " + your SITNET ID
    - o E.g., "Assign02: realemj"
- Create a copy of the createSimpleQuad(Mesh &m) function called **createSimplePentagon(Mesh &m)** and modify it as follows:
    - o **Add a fifth Vertex to the list of vertices**:
        - The vertex position should be outside of the XY space covered by the quad BUT still within the bounds of the window.
        - The vertex color should be something other than red, green, blue, or white (the colors of the other vertices).
        - The vertex color should be different from the background color.
    - o **Add another triangle to the list of indices**:
        - The triangle should NOT overlap the existing two triangles.
        - The triangle should include the new vertex.
        - The order of the indices should be **counter-clockwise**!
- In the main function, call **createSimplePentagon(m)** instead of createSimpleQuad(m).

Screenshot (5%)

- **Take a screenshot** of the application window.
- Copy screenshot into the screenshots folder as "Assign02.png"

Example:
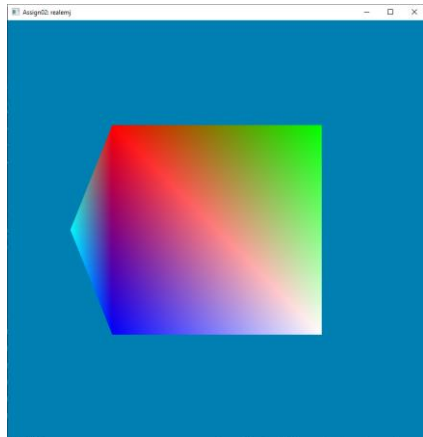
Grading

Your OVERALL assignment grade is weighted as follows:

- 95% - Programming
- 5% - Screenshot