

coaster pa09_dynamics Assignment Plan

Non-applicable fields are grayed out. See key below.

	pa09_dynamics					
file name	assgn line #s	copy prev?	tplt lines	soln lines	soln-tplt diffs	lecture order
eads_vertex_shader.glsl	63, 82	pa08	118	162	44	1
track.cpp	75, 102, 220, 239	pa07	386	503	117	2
clock.cpp			26	26	0	3
controller.cpp			614	614	0	4
car.cpp	73	pa08	125	164	39	5
scene.cpp	50, 142	pa08	201	227	26	6
curve.cpp	87, 171, 248		302	382	80	7
basis.cpp	12, 71		89	135	46	8
basis.h			50	50	0	
bezier_patch.cpp		pa07	14	29	15	
bezier_patch.h			41	41	0	
camera.cpp			374	374	0	
camera.h			108	108	0	
car.h			61	61	0	
check_gl.h			97	97	0	
clock.h			20	20	0	
color.cpp			12	12	0	
color.h			149	149	0	
constant_color_vertex_shader.glsl			25	25	0	
controller.h			101	101	0	
coordinate_axes.cpp			56	56	0	
coordinate_axes.h			36	36	0	

curve.h			195	195	0	
framework.cpp			147	147	0	
framework.h			150	150	0	
geometrical_object.h			31	31	0	
geometry.cpp		pa04	230	238	8	
geometry.h		pa04	467	468	1	
ground.cpp			130	130	0	
ground.h			32	32	0	
hedgehog.cpp			158	158	0	
hedgehog.h			45	45	0	
height_field.cpp			18	18	0	
height_field.h			31	31	0	
irregular_mesh.cpp		pa05 pa03	222	300	78	
irregular_mesh.h			41	41	0	
light.cpp			31	31	0	
light.h			50	50	0	
lines.cpp			69	69	0	
lines.h			41	41	0	
main.cpp			119	119	0	
mesh.cpp		pa06	27	38	11	
mesh.h			71	71	0	
minmax.h			16	16	0	
n_elem.h			19	19	0	
obj_io.cpp			425	425	0	
obj_io.h			15	15	0	
passthru_fragment_shader.glsl			13	13	0	
poly_line.cpp			75	75	0	

poly_line.h			61	61	0	
regular_mesh.cpp		pa06	211	304	93	
regular_mesh.h		pa06	68	68	0	
render_stats.cpp			187	187	0	
render_stats.h			65	65	0	
scene.h			91	91	0	
scene_object.cpp			60	60	0	
scene_object.h			58	58	0	
shader_programs.cpp		pa06 pa02 pa05	560	619	59	
shader_programs.h			183	183	0	
surface.cpp		pa07	33	52	19	
surface.h			53	53	0	
teapot.cpp			55	55	0	
teapot.h			41	41	0	
teapot_cvs.cpp			842	842	0	
teapot_cvs.h			10	10	0	
tessellation.h			27	27	0	
text.cpp			74	74	0	
text.h			16	16	0	
track.h			138	138	0	
transform.cpp			213	213	0	
transform.h			88	88	0	
tube.cpp		pa08	32	41	9	
tube.h			44	44	0	
vec.cpp			43	43	0	
vec.h			127	127	0	
view.cpp			174	174	0	

view.h			64	64	0	
work_around.h			81	81	0	
wrap_cmath_inclusion.h			29	29	0	
wrap_gl_inclusion.h			34	34	0	
wrap_glut_inclusion.h			36	36	0	
summary			9671	10316	645	# = 0

Key

assign line #s	There are assignments on these lines.
copy prev?	The assignment requires you to copy part of all of your solution from these previous assignments.
tplt lines	There are this many lines in the template.
soln lines	There are this many lines in the solution. (Your mileage may vary.)
soln-tplt diffs	There are this many more lines in the solution than in the template. This is roughly the number of lines you need to add to complete the assignment.
lecture order	This is the recommended order for presenting (or completing) this assignment.