coaster pa08_first_person Assignment Plan

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

file name	assgn line #s	copy prev?	tplt lines	soln lines	soln-tplt diffs	lecture order
		pa08_first_person				
transform.cpp			225	225	0	1
scene.cpp	99, 110		178	205	27	2
geometrical_object.h			31	31	0	3
scene_object.h			58	58	0	4
track.cpp		pa07 pa06	238	334	96	5
shader_programs.cpp		pa05 pa02 pa06	560	619	59	6
eads_vertex_shader.glsl	64	pa06	115	154	39	7
curve.cpp	71	pa06	162	192	30	8
tube.cpp	21		46	53	7	9
car.cpp	23, 50		157	196	39	10
basis.cpp		pa07	58	82	24	
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			57	57	0	
check_gl.h			97	97	0	
clock.cpp			26	26	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.cpp			601	601	0	
controller.h			101	101	0	
coordinate_axes.cpp			56	56	0	
coordinate_axes.h			36	36	0	
curve.h			169	169	0	
framework.cpp			147	147	0	
framework.h			150	150	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			29	29	0	
light.h			48	48	0	
lines.cpp			69	69	0	
lines.h			41	41	0	
main.cpp			117	117	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			179	179	0	
render_stats.h			61	61	0	
scene.h			77	77	0	
scene_object.cpp			60	60	0	
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			111	111	0	
transform.h			88	88	0	
tube.h			44	44	0	
vec.cpp			44	44	0	
vec.h			127	127	0	
view.cpp			174	174	0	

`view.h`			64	64	0	
`work_arounds.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			9283	9829	546	# = 0

Key

assgn 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.