# *coaster* pa08_first_person Assignment Plan

| | pa08_first_person | | | | | |
|---|---|---|---|---|---|---|
| **file name** | **assgn line #s** | **copy prev?** | **tplt lines** | **soln lines** | **soln-tplt diffs** | **lecture order** |
| transform.cpp | | | 200 | 200 | 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<br>pa06 | 237 | 333 | 96 | 5 |
| shader_programs.cpp | | pa05<br>pa06<br>pa02 | 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 | |

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|---|---|---|---|---|---|---|
| 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 | | | 126 | 126 | 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<br>pa03 | 232 | 321 | 89 | |
| irregular_mesh.h | | | 47 | 47 | 0 | |
| light.cpp | | | 29 | 29 | 0 | |
| light.h | | | 48 | 48 | 0 | |
| lines.cpp | | | 69 | 69 | 0 | |
| lines.h | | | 41 | 41 | 0 | |
| main.cpp | | | 97 | 97 | 0 | |
| mesh.cpp | | | 16 | 16 | 0 | |
| mesh.h | | | 65 | 65 | 0 | |
| minmax.h | | | 16 | 16 | 0 | |
| n_elem.h | | | 19 | 19 | 0 | |
| obj_io.cpp | | | 425 | 425 | 0 | |

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|---|---|---|---|---|---|---|
| obj_io.h | | | 15 | 15 | 0 | |
| passthru_fragment_shader.glsl | | | 9 | 9 | 0 | |
| poly_line.cpp | | | 75 | 75 | 0 | |
| poly_line.h | | | 61 | 61 | 0 | |
| regular_mesh.cpp | | pa06 | 210 | 310 | 100 | |
| regular_mesh.h | | pa06 | 87 | 87 | 0 | |
| render_stats.cpp | | | 140 | 140 | 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 | | | 841 | 841 | 0 | |
| teapot_cvs.h | | | 9 | 9 | 0 | |
| tessellation.h | | | 27 | 27 | 0 | |
| track.h | | | 110 | 110 | 0 | |
| transform.h | | | 88 | 88 | 0 | |
| tube.h | | | 44 | 44 | 0 | |
| uniform_color_vertex_shader.glsl | | | 25 | 25 | 0 | |
| vec.cpp | | | 43 | 43 | 0 | |
| vec.h | | | 127 | 127 | 0 | |
| view.cpp | | | 240 | 240 | 0 | |
| view.h | | | 67 | 67 | 0 | |
| work_arounds.h | | | 76 | 76 | 0 | |
| wrap_cmath_inclusion.h | | | 29 | 29 | 0 | |

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|---|---|---|---|---|---|---|
| `wrap_gl_inclusion.h` | | | 34 | 34 | 0 | |
| `wrap_glut_inclusion.h` | | | 25 | 25 | 0 | |
| **summary** | | | 9149 | 9702 | 553 | # = 0 |

# Key

| | |
|---|---|
| **assgn line #s** | There are assignments on these lines. |
| **copy prev?** | The assignment requires you to copy 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. |
| **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. |