

## *coaster* pa07\_surfaces Assignment Plan

	pa07_surfaces					
file name	assign line #s	copy prev?	tplt lines	soln lines	soln-tplt diffs	lecture order
curve.h			170	170	0	1
curve.cpp		pa06	154	178	24	2
basis.h			50	50	0	3
basis.cpp	12		73	97	24	4
surface.h			51	51	0	5
surface.cpp	22		54	73	19	6
height_field.h			31	31	0	7
height_field.cpp			18	18	0	8
tube.h			44	44	0	9
tube.cpp	20		46	56	10	10
bezier_patch.h			41	41	0	11
bezier_patch.cpp	7		20	35	15	12
ground.h			31	31	0	13
ground.cpp			125	125	0	14
track.cpp	72,163,206	pa06	282	345	63	15
teapot.h			40	40	0	16
teapot.cpp			52	52	0	17
scene.cpp	79,90		136	139	3	18
camera.cpp			213	213	0	
camera.h			66	66	0	
check_gl.h			97	97	0	
color.cpp			12	12	0	
color.h			149	149	0	
controller.cpp			465	465	0	

controller.h			89	89	0	
coordinate_axes.cpp			54	54	0	
coordinate_axes.h			35	35	0	
eads_vertex_shader.glsl		pa06	65	95	30	
framework.cpp			126	126	0	
framework.h			144	144	0	
geometrical_object.h			31	31	0	
geometry.cpp		pa04	164	172	8	
geometry.h		pa04	465	466	1	
hedgehog.cpp			140	140	0	
hedgehog.h			44	44	0	
irregular_mesh.cpp		pa05 pa06 pa03	232	321	89	
irregular_mesh.h			47	47	0	
light.cpp			21	21	0	
light.h			46	46	0	
lines.cpp			67	67	0	
lines.h			41	41	0	
main.cpp			87	87	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	
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			81	81	0	
render_stats.h			53	53	0	
scene.h			70	70	0	
scene_object.cpp			57	57	0	
scene_object.h			52	52	0	
shader_programs.cpp		pa05 pa06 pa02	553	612	59	
shader_programs.h			174	174	0	
teapot_cvs.cpp			841	841	0	
teapot_cvs.h			9	9	0	
tessellation.h			27	27	0	
track.h			109	109	0	
transform.cpp			168	168	0	
transform.h			85	85	0	
uniform_color_vertex_shader.glsl			25	25	0	
vec.cpp			43	43	0	
vec.h			127	127	0	
view.cpp			207	207	0	
view.h			63	63	0	
work_around.h			76	76	0	
wrap_cmath_inclusion.h			29	29	0	
wrap_gl_inclusion.h			34	34	0	
wrap_glut_inclusion.h			25	25	0	
<b>summary</b>			8224	8669	445	# = 0

## Key

<b>assgn line #s</b>	There are assignments on these lines.
<b>copy prev?</b>	The assignment requires you to copy your solution from these previous assignments.
<b>tplt lines</b>	There are this many lines in the template.
<b>soln lines</b>	There are this many lines in the solution.
<b>soln-tplt diffs</b>	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.
<b>lecture order</b>	This is the recommended order for presenting (or completing) this assignment.