

## coaster pa03\_wire\_car Assignment Plan

	pa03_wire_car					
file name	assgn line #s	copy prev?	tplt lines	soln lines	soln-tplt diffs	lecture order
mesh.h			37	37	0	1
irregular_mesh.h			42	42	0	2
irregular_mesh.cpp	61,86,132,207		247	296	49	3
car.h			45	45	0	4
car.cpp	21		72	77	5	5
camera.cpp			212	212	0	6
scene.cpp	68		105	96	-9	7
transform.cpp			168	168	0	8
camera.h			66	66	0	
check_gl.h			97	97	0	
color.cpp			12	12	0	
color.h			149	149	0	
controller.cpp			287	287	0	
controller.h			50	50	0	
coordinate_axes.cpp			50	50	0	
coordinate_axes.h			35	35	0	
framework.cpp			126	126	0	
framework.h			144	144	0	
geometrical_object.h			29	29	0	
geometry.cpp			151	151	0	
geometry.h			445	445	0	
lines.cpp			85	85	0	
lines.h			41	41	0	
main.cpp			80	80	0	

mesh.cpp			5	5	0	
minmax.h			16	16	0	
n_elem.h			19	19	0	
obj_io.cpp			268	268	0	
obj_io.h			15	15	0	
passthru_fragment_shader.glsl			9	9	0	
poly_line.cpp			91	94	3	
poly_line.h			60	60	0	
render_stats.cpp			74	74	0	
render_stats.h			48	48	0	
scene.h			58	58	0	
scene_object.h			36	36	0	
shader_programs.cpp		pa02	426	436	10	
shader_programs.h			101	101	0	
tessellation.h			26	26	0	
transform.h			85	85	0	
uniform_color_vertex_shader.glsl			23	23	0	
vec.cpp			43	43	0	
vec.h			127	127	0	
view.cpp			178	178	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>			4710	4768	58	# = 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.