

## ***coaster* pa02\_wire\_track Assignment Plan**

	pa02_wire_track					
file name	assgn line #s	copy prev?	tplt lines	soln lines	soln-tplt diffs	lecture order
shader_programs.cpp	392		433	443	10	1
scene.cpp	68,76		117	111	-6	2
uniform_color_vertex_shader.glsl			23	23	0	3
track.cpp	62		107	125	18	4
curve.cpp	18,42,67		94	116	22	5
transform.h			85	85	0	6
transform.cpp			168	168	0	7
poly_line.cpp			105	108	3	8
vec.h			131	131	0	9
vec.cpp			43	43	0	10
camera.cpp			152	152	0	
camera.h			60	60	0	
check_gl.h			97	97	0	
color.cpp			12	12	0	
color.h			149	149	0	
controller.cpp			234	234	0	
controller.h			55	55	0	
coordinate_axes.cpp			50	50	0	
coordinate_axes.h			35	35	0	
curve.h			116	116	0	
framework.cpp			134	134	0	
framework.h			113	113	0	
geometrical_object.h			29	29	0	
geometry.cpp			37	37	0	

geometry.h			386	386	0	
lines.cpp			100	100	0	
lines.h			43	43	0	
main.cpp			70	70	0	
minmax.h			16	16	0	
n_elem.h			19	19	0	
passthru_fragment_shader.glsl			9	9	0	
poly_line.h			60	60	0	
render_stats.cpp			70	70	0	
render_stats.h			44	44	0	
scene.h			58	58	0	
scene_object.h			36	36	0	
shader_programs.h			100	100	0	
tessellation.h			26	26	0	
track.h			67	67	0	
view.cpp			132	132	0	
view.h			61	61	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>			4040	4087	47	# = 0

## Key

<b>assign 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.