coaster pa05_shaded_car Assignment Plan

	I	pa05_shaded_car				
file name	assgn line #s	copy prev?	tplt lines	soln lines	soln-tplt diffs	lecture order
irregular_mesh.cpp	62,98,234	pa03	296	385	89	1
scene.cpp	76		118	108	-10	2
shader_programs.cpp	473	pa02	558	588	30	3
eads_vertex_shader.glsl	37		128	158	30	4
camera.cpp			212	212	0	
camera.h			66	66	0	
car.cpp		pa03	81	86	5	
car.h			43	43	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	
framework.cpp			126	126	0	
framework.h			144	144	0	
geometrical_object.h			29	29	0	
geometry.cpp		pa04	164	172	8	
geometry.h		pa04	463	464	1	
hedgehog.cpp			140	140	0	
hedgehog.h			44	44	0	
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	80	80	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	
render_stats.cpp	74	74	0	
render_stats.h	48	48	0	
scene.h	66	66	0	
scene_object.cpp	57	57	0	
scene_object.h	52	52	0	
shader_programs.h	174	174	0	
tessellation.h	27	27	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_arounds.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	
summary		5896	6049	153	# = O

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.