coaster pa10_textures Assignment Plan

file name	pa10_textures					
	assgn line #s	copy prev?	tplt lines	soln lines	soln-tplt diffs	lecture order
eads_vertex_shader.glsl	86	pa09 pa08	128	178	50	1
shader_programs.cpp	493	pa06 pa02	643	708	65	2
eads_fragment_shader.glsl	65		127	179	52	3
mesh.h			74	74	0	4
regular_mesh.h		pa06	89	89	0	5
regular_mesh.cpp	10,22,127	pa06	278	406	128	6
image.h			38	38	0	7
image.cpp			341	341	0	8
texture.cpp	30		84	127	43	9
rectangle.h			34	34	0	10
rectangle.cpp	9		22	27	5	11
wall.h			35	35	0	12
wall.cpp			35	35	0	13
scene.cpp	137	pa09	198	227	29	14
ground.cpp			148	148	0	15
basis.cpp		pa09	63	109	46	
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.cpp		pa09 pa08	124	163	39	

car.h			61	61	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	
controller.cpp			648	648	0	
controller.h			109	109	0	
coordinate_axes.cpp			56	56	0	
coordinate_axes.h			36	36	0	
curve.cpp		pa09	259	339	80	
curve.h			195	195	0	
framework.cpp			126	126	0	
framework.h			150	150	0	
geometrical_object.h			31	31	0	
geometry.cpp		pa04	230	238	8	
geometry.h		pa04	467	468	1	
ground.h			36	36	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 pa03	234	351	117	
irregular_mesh.h			49	49	0	
light.cpp			31	31	0	
light.h			50	50	0	
lines.cpp			69	69	0	

lines.h			41	41	0	
main.cpp			113	113	0	
mesh.cpp			16	16	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			150	150	0	
render_stats.h			65	65	0	
scene.h			91	91	0	
scene_object.cpp			60	60	0	
scene_object.h			58	58	0	
shader_programs.h			230	230	0	
sky_box.cpp			68	68	0	
sky_box.h			48	48	0	
surface.cpp		pa07	37	56	19	
surface.h			53	53	0	
teapot.cpp			59	59	0	
teapot.h			41	41	0	
teapot_cvs.cpp			841	841	0	
teapot_cvs.h			9	9	0	
tessellation.h			27	27	0	
texture.h			30	30	0	
textured_fragment_shader.glsl			33	33	0	
textured_vertex_shader.glsl			27	27	0	

track.cpp		pa07 pa09	327	444	117	
track.h			137	137	0	
transform.cpp			188	188	0	
transform.h			88	88	0	
tube.cpp		pa08	32	39	7	
tube.h			44	44	0	
uniform_color_vertex_shader.glsl			32	32	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	
wrap_gl_inclusion.h			34	34	0	
wrap_glut_inclusion.h			25	25	0	
summary			10647	11468	821	# = 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.