# *coaster* pa04_hedgehog_car Assignment Plan

| file name | pa04_hedgehog_car | | | | | |
| --- | --- | --- | --- | --- | --- | --- |
| | assgn line #s | copy prev? | tplt lines | soln lines | soln-tplt diffs | lecture order |
| scene.cpp | 66 | | 103 | 95 | -8 | 1 |
| geometry.h | 287 | | 467 | 468 | 1 | 2 |
| geometry.cpp | 18 | | 170 | 178 | 8 | 3 |
| irregular_mesh.cpp | 91 | pa03 | 247 | 284 | 37 | 4 |
| uniform_color_vertex_shader.glsl | | | 25 | 25 | 0 | 5 |
| mesh.cpp | | | 16 | 16 | 0 | 6 |
| poly_line.cpp | | | 75 | 75 | 0 | 7 |
| camera.cpp | | | 212 | 212 | 0 | |
| camera.h | | | 66 | 66 | 0 | |
| car.cpp | | pa03 | 72 | 77 | 5 | |
| car.h | | | 45 | 45 | 0 | |
| check_gl.h | | | 97 | 97 | 0 | |
| color.cpp | | | 12 | 12 | 0 | |
| color.h | | | 149 | 149 | 0 | |
| controller.cpp | | | 363 | 363 | 0 | |
| controller.h | | | 74 | 74 | 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 | |
| hedgehog.cpp | | | 120 | 120 | 0 | |
| hedgehog.h | | | 44 | 44 | 0 | |
| irregular_mesh.h | | | 45 | 45 | 0 | |

| | | | | | |
|---|---|---|---|---|---|
| light.cpp | | | 21 | 21 | 0 | |
| light.h | | | 44 | 44 | 0 | |
| lines.cpp | | | 67 | 67 | 0 | |
| lines.h | | | 41 | 41 | 0 | |
| main.cpp | | | 80 | 80 | 0 | |
| mesh.h | | | 63 | 63 | 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.h | | | 61 | 61 | 0 | |
| render_stats.cpp | | | 74 | 74 | 0 | |
| render_stats.h | | | 48 | 48 | 0 | |
| scene.h | | | 58 | 58 | 0 | |
| scene_object.cpp | | | 57 | 57 | 0 | |
| scene_object.h | | | 52 | 52 | 0 | |
| shader_programs.cpp | | pa02 | 480 | 490 | 10 | |
| shader_programs.h | | | 115 | 115 | 0 | |
| tessellation.h | | | 27 | 27 | 0 | |
| transform.cpp | | | 168 | 168 | 0 | |
| transform.h | | | 85 | 85 | 0 | |
| vec.cpp | | | 43 | 43 | 0 | |
| vec.h | | | 127 | 127 | 0 | |
| view.cpp | | | 197 | 197 | 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** | | | 5409 | 5462 | 53 | # = 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. |