coaster pa01_circles Assignment Plan

file name	assgn line #s	copy prev?	pa01_circles tplt lines	soln lines	soln-tplt diffs	lecture order
scene.h			46	46	0	1
main.cpp			35	35	0	2
circle.h			32	32	0	3
circle.cpp	24		48	57	9	4
scene.cpp	41		69	74	5	5
geometrical_object.h			27	27	0	6
shader_programs.h			90	90	0	7
shader_programs.cpp			411	411	0	8
check_gl.h			97	97	0	
controller.cpp			93	93	0	
controller.h			39	39	0	
framework.cpp			118	118	0	
framework.h			90	90	0	
geometry.h			46	46	0	
minmax.h			16	16	0	
n_elem.h			19	19	0	
passthru_fragment_shader.glsl			9	9	0	
passthru_vertex_shader.glsl			10	10	0	
poly_line.cpp			76	76	0	
poly_line.h			58	58	0	
tessellation.h			24	24	0	
view.cpp			33	33	0	
view.h			42	42	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			1692	1706	14	# = 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.