Uploading projects

The only files you need to submit, either to Blackboard or Google Code are the project files, source files, and data files. When Visual Studio builds your project, it leaves many intermediate files behind. (This speeds up the build process because it doesn't need to rebuild those files unless the file it used to create it has also changed.) But this can clutter up the directories that you zip or upload to Google Code.

The files you need to upload are:

`.sln` – this is Visual Studio's container for project files

`.vcproj` – this is Visual Studio's individual project file

`.cpp` – these are the C++ source files that make up your program

`.h` – these are the header files that allow you to share parts of your program

`.bmp` – Windows bitmap files (if you are using the `SDL` library)

`.ttf` – True Type font files (if you are using the `SDL_ttf` library)

`.wav` – Windows audio file (if you are using the `SDL_mixer` library)

`.ogg` – Ogg format music file (if you are using the `SDL_mixer` library)

`.dll` – library components (if you are using the `SDL` libraries)

If you do upload any intermediate files in your projects I will remove them as they are not needed. Don't worry, because Visual Studio will recreate them the next time you build your project.