

# Overview

## 1. Warming up (10 min)

- Sign-in & Attendance
- About the exam
- About hw8
- Intro to Computer Graphics

## 2. Main Session 1 (50 min)

- Interface v.s. Implementation
- What is CMake? Why we need CMake?
- Part1: getting to know CMake
- Part2: add a library with CMake and hide implementations
- Part3: Wanna to hide a class? Pointer to implementation!

## 3. Main Session 2 (50 min)

- [template](#): Essential motivation of template.
- Template specialization
- Type traits and SFINAE: Substitution Failure Is Not An Error
- [Metaprogramming and template magics](#)

## Supplementary Materials

- [CMake Official Tutorial](#)
- [CMake Documentation](#)
- [Ray Tracing in One Weekend](#)
- [【GAMES101-现代计算机图形学入门-闫令琪】](#)
- [Flare Lab | Shanghaitech](#)