**CS 250 Lab-1: Rubrics (Check completed rubrics)**

# Name (Please PRINT): \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_

\_\_\_1: Your submission (**pbo.cpp** and **glslshader.cpp**) compiles and links and executes in Release mode using the conventions established in the specs. By checking this box, you’ve verified that your executable executes correctly from **./Samples**. If the submission doesn’t compile, or link or execute, grade is 0 points.

\_\_\_2: Submission is able to stream images generated by the emulator on a per-frame basis. Make sure that your submission copies a new image every frame to make it apparent that streaming is successfully implemented. [100 points]

**Was this assignment useful or not useful (circle one)? Any comments that will make this assignments more interesting and useful?**

**Time taken to complete the assignment: \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_ (hours)**

**DECLARATION:**

I have read the statements regarding plagiarism in both the CS 250 course handout and DigiPen student handbook. I affirm with my signature that this is my own solution to Lab-1 and the submitted source code represents my own work.

**Signature: \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_**