

CS 538: Assignment 01

Programming Assignments (50%)

- **This assignment is in C++.**
- Copy folder shaders/BasicRenderApp as **shaders/Assign01**
- Copy src/include/BasicRenderEngine.hpp to **src/include/A01RenderEngine.hpp**
 - o Change all references to BasicRenderEngine to A01RenderEngine
- Copy src/lib/BasicRenderEngine.cpp to **src/lib/A01RenderEngine.cpp**
 - o Change all references to BasicRenderEngine to A01RenderEngine
- Copy src/app/BasicRenderApp.cpp and name it **src/app/Assign01.cpp**
 - o Change all references to BasicRenderEngine to A01RenderEngine
 - o At lines 197 and 198, change BasicRenderApp to Assign01
- Modify **CMakeLists.txt** by adding the following lines to the end of the file:

```
add_executable(Assign01 ${GENERAL_SOURCES} "./src/app/Assign01.cpp")
target_link_libraries(Assign01 ${ALL_LIBRARIES})
install(TARGETS Assign01 RUNTIME DESTINATION bin/Assign01)
install(DIRECTORY shaders/Assign01 DESTINATION bin/Assign01/shaders)
```

- Make sure the sample **configures**, compiles, and runs as-is
- In **Assign01.cpp**, change the window title to "Assign01: " + your SITNET ID
 - o E.g., "Assign01: realemj"
- In **A01RenderEngine.cpp**, in the function **drawOneFrame()**, change what is drawn (a moving red rectangle) to anything else notably different
 - o The major code to modify will be lines 94-98. However, you may add any private variables and methods you wish to the A01RenderEngine class.

Screenshot (50%)

- **Take a screenshot** of the application window.
 - o *Windows*: Alt + Screenshot button
- If not already present, create a folder in project **screenshots**
- Copy screenshot in this folder as "Assign01.png"

Grading

Your OVERALL assignment grade is weighted as follows:

- 50% - Programming
- 50% - Screenshot