

# CS 450: Assignment 01

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## Programming Assignments (50%)

- **This assignment is in C++.**
- Copy `src/app/BasicVulkan.cpp` and name it **`src/app/Assign01.cpp`**
- At line 9, change the application name from “BasicVulkan” to “Assign01”
- Change the window title from “Basic Vulkan Example” to “Assign01: ” + your SITNET ID
  - o E.g., “Assign01: realemj”
- Make a copy of the `vulkanshaders/BasicVulkan` folder and name it **`vulkanshaders/Assign01`**
- Modify **`CMakeLists.txt`** by adding the following line to the end of the file:
  - o `CREATE_VULKAN_EXECUTABLE(Assign01)`
- Make sure the program configures, compiles, and runs as-is
- Change the **background color** of the screen to anything other than (0.0f, 0.0f, 0.7f, 1.0f)
  - o *Hint:* look in `VKRender.cpp`
  - o Leave the last number (alpha = 1.0f) alone

## Screenshot (40%)

- **Take a screenshot** of the application window.
  - o *Windows:* Alt + Screenshot button
- Copy the image into the **screenshots** folder as “Assign01.png”

## README (10%)

In `README.md`, change “<Your Name Here>” to your full name.

## Grading

Your OVERALL assignment grade is weighted as follows:

- 50% - Programming
- 40% - Screenshot
- 10% - README