CS 450: Assignment 01
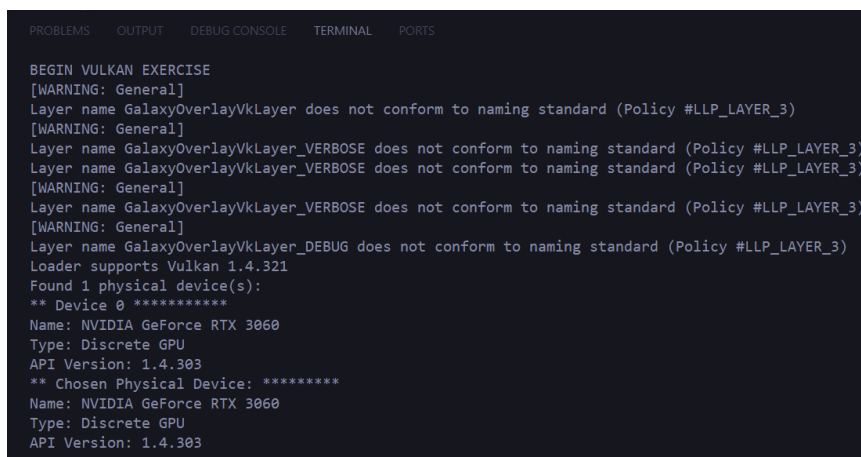
Programming Assignments (80%)

- **This assignment is in C++.**
- Follow the exercise instructions from slide deck **03 "Vulkan Instance, Surface, and Devices"**
- Copy src/app/Exercises03.cpp and name it **src/app/Assign01.cpp**
- Change the **application name** from "Exercises03" to **"Assign01"**
- Change the **window title** to **"Assign01: " + your SITNET ID**
    - E.g., "Assign01: realemj"
- Make an empty folder **vulkanshaders/Assign01**
- Modify **CMakeLists.txt** by adding the following line to the end of the file:
    - **CREATE_VULKAN_EXECUTABLE(Assign01)**

Screenshot (10%)

- **Take a screenshot** of the **TERMINAL** window in Visual Code. In particular, show the printout of your chosen physical device.
    - *Future assignments will ask for the APPLICATION window.*
    - *Windows:* Windows key + Shift + S → snipping tool
- Copy the image into the **screenshots** folder as "Assign01.png"


```
BEGIN VULKAN EXERCISE
[WARNING: General]
Layer name GalaxyOverlayVkLayer does not conform to naming standard (Policy #LLP_LAYER_3)
[WARNING: General]
Layer name GalaxyOverlayVkLayer_VERBOSE does not conform to naming standard (Policy #LLP_LAYER_3)
Layer name GalaxyOverlayVkLayer_VERBOSE does not conform to naming standard (Policy #LLP_LAYER_3)
[WARNING: General]
Layer name GalaxyOverlayVkLayer_VERBOSE does not conform to naming standard (Policy #LLP_LAYER_3)
[WARNING: General]
Layer name GalaxyOverlayVkLayer_DEBUG does not conform to naming standard (Policy #LLP_LAYER_3)
Loader supports Vulkan 1.4.321
Found 1 physical device(s):
** Device 0 ***********
Name: NVIDIA GeForce RTX 3060
Type: Discrete GPU
API Version: 1.4.303
** Chosen Physical Device: *********
Name: NVIDIA GeForce RTX 3060
Type: Discrete GPU
API Version: 1.4.303
```

README (10%)

In README.md, change "Your Name Here" to your full name.