

Assignment 0: Dots (20 points)

Assigned: 8/23/2012

Due: 8/30/2012

Purpose:

- Introduce yourself to everyone using Blackboard Discussions (Message Board).
- To provide the opportunity to use Blackboard site to upload an assignment containing multiple files.
- To ensure that you are able to compile and run a simple OpenGL code.

Description

In the assignment0_dots.zip, you will find

1. dots.cpp: The C++ source code needed to draw Dots.
2. glut.h: Header file needed to be included in the source file
3. glut32.dll, glut32.lib: Library files required for executing an OpenGL code
4. Readme.pdf: This file containing information on homework deliverables

Your assignment will be uploaded to Blackboard as a single zip file called **assignment1_<Your_username>.zip**.

Deliverable 1 (7 points)

On Blackboard's Message Board, under the topic (already created) "Introductions", write a short description of yourself. In addition to your name, your department and whether you are a graduate or undergraduate student, describe the most complex computer program (graphics or non-graphics) you have written thus far in your career. This helps in me understanding your programming skills so I can assist you better down the line. And it also serves as a great introduction to everyone else in the class.

Deliverable 2 (5 points)

1. Unpack the zip file and create a Visual Studio project/solution. Test the executable to ensure that it draws three dots on the screen successfully.
2. You do not need to include the source code in your submission.
3. Include the tested executable in your zip file as **dots.exe**.

Deliverable 3 (8 points)

Demonstrate your skill and creativity by altering dots.cpp to create something new. Sky is the limit. I will be happy if you create at least a fourth dot. Add the following to your zip file:

1. The tested executable as **newDots.exe**
2. All of the source files for the altered executable
3. All libraries required to build and run the code
4. Include in your Readme.doc a description of your modification