

coaster pa03_wire_car Assignment Plan

Non-applicable fields are grayed out. See key below.

| | pa03_wire_car | | | | | |
|-----------------------------------|------------------|---------------|---------------|---------------|--------------------|------------------|
| file name | assgn line #s | copy prev? | tplt lines | soln lines | soln-tplt diffs | lecture order |
| mesh.h | | | 42 | 42 | 0 | 1 |
| mesh.cpp | 8 | | 20 | 24 | 4 | 2 |
| irregular_mesh.h | | | 38 | 38 | 0 | 3 |
| irregular_mesh.cpp | 74, 124, 199 | | 237 | 282 | 45 | 4 |
| car.h | | | 45 | 45 | 0 | 5 |
| car.cpp | 21 | | 72 | 77 | 5 | 6 |
| camera.cpp | | | 212 | 212 | 0 | 7 |
| scene.cpp | 68 | | 105 | 96 | -9 | 8 |
| transform.cpp | | | 168 | 168 | 0 | 9 |
| camera.h | | | 66 | 66 | 0 | |
| check_gl.h | | | 97 | 97 | 0 | |
| color.cpp | | | 12 | 12 | 0 | |
| color.h | | | 149 | 149 | 0 | |
| constant_color_vertex_shader.glsl | | | 23 | 23 | 0 | |
| controller.cpp | | | 287 | 287 | 0 | |
| controller.h | | | 50 | 50 | 0 | |
| coordinate_axes.cpp | | | 50 | 50 | 0 | |
| coordinate_axes.h | | | 35 | 35 | 0 | |
| framework.cpp | | | 137 | 137 | 0 | |
| framework.h | | | 144 | 144 | 0 | |
| geometrical_object.h | | | 29 | 29 | 0 | |
| geometry.cpp | | | 151 | 151 | 0 | |

| | | | | | | |
|----------------------------------|--|------|-----|-----|----|--|
| geometry.h | | | 445 | 445 | 0 | |
| lines.cpp | | | 85 | 85 | 0 | |
| lines.h | | | 41 | 41 | 0 | |
| main.cpp | | | 81 | 81 | 0 | |
| minmax.h | | | 16 | 16 | 0 | |
| n_elem.h | | | 19 | 19 | 0 | |
| obj_io.cpp | | | 309 | 309 | 0 | |
| obj_io.h | | | 15 | 15 | 0 | |
| passthru_fragment_shader.glsl | | | 13 | 13 | 0 | |
| poly_line.cpp | | | 91 | 94 | 3 | |
| poly_line.h | | | 60 | 60 | 0 | |
| render_stats.cpp | | | 75 | 75 | 0 | |
| render_stats.h | | | 48 | 48 | 0 | |
| scene.h | | | 58 | 58 | 0 | |
| scene_object.h | | | 36 | 36 | 0 | |
| shader_programs.cpp | | pa02 | 426 | 436 | 10 | |
| shader_programs.h | | | 101 | 101 | 0 | |
| tessellation.h | | | 26 | 26 | 0 | |
| text.cpp | | | 74 | 74 | 0 | |
| text.h | | | 16 | 16 | 0 | |
| transform.h | | | 85 | 85 | 0 | |
| uniform_color_vertex_shader.glsl | | | 23 | 23 | 0 | |
| vec.cpp | | | 43 | 43 | 0 | |
| vec.h | | | 127 | 127 | 0 | |
| view.cpp | | | 112 | 112 | 0 | |
| view.h | | | 60 | 60 | 0 | |
| work_around.h | | | 76 | 76 | 0 | |
| wrap_cmath_inclusion.h | | | 29 | 29 | 0 | |

| | | | | | | |
|-----------------------|--|--|------|------|----|-------|
| wrap_gl_inclusion.h | | | 34 | 34 | 0 | |
| wrap_glut_inclusion.h | | | 25 | 25 | 0 | |
| summary | | | 4818 | 4876 | 58 | # = 0 |

Key

| | |
|----------------------------|--|
| assign line #s | There are assignments on these lines. |
| copy prev? | The assignment requires you to copy part of all of your solution from these previous assignments. |
| tplt lines | There are this many lines in the template. |
| soln lines | There are this many lines in the solution. (Your mileage may vary.) |
| soln-tplt diffs | There are this many more lines in the solution than in the template. This is roughly the number of lines you need to add to complete the assignment. |
| lecture order | This is the recommended order for presenting (or completing) this assignment. |