

***coaster* pa01_circles Assignment Plan**

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

	pa01_circles					
file name	assgn line #s	copy prev?	tplt lines	soln lines	soln-tplt diffs	lecture order
scene.h			46	46	0	1
main.cpp			71	71	0	2
circle.h			32	32	0	3
circle.cpp	24		48	57	9	4
scene.cpp	41		69	74	5	5
geometrical_object.h			27	27	0	6
shader_programs.h			91	91	0	7
shader_programs.cpp			411	411	0	8
check_gl.h			97	97	0	
controller.cpp			94	94	0	
controller.h			38	38	0	
framework.cpp			116	116	0	
framework.h			89	89	0	
geometry.h			46	46	0	
minmax.h			16	16	0	
n_elem.h			19	19	0	
passthru_fragment_shader.glsl			13	13	0	
passthru_vertex_shader.glsl			15	15	0	
poly_line.cpp			76	76	0	
poly_line.h			58	58	0	
tessellation.h			24	24	0	
view.cpp			34	34	0	
view.h			42	42	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			1736	1750	14	# = 0

Key

assgn 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.