

General Instructions on Assignment Submission

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Table 1: Quick checklist for submission of your assignments.

Subject	Item	Penalty
Platform	Windows+VS (or Linux+GCC)	no credits
Program	an executable should run without crash no C++ compilation errors no C++ compilation warnings	no credits no credits -10 pt
OpenGL	use modern-style OpenGL No OpenGL shader compilation errors No OpenGL shader compilation warnings	no credits no credits -10 pt
Project	Use <i>Release</i> Build (No Debug Build) Delete all temporary files Use /MT flag Do not generate Manifest Do not generate Debug Info	-10 pt -10 pt -10 pt -10 pt -10 pt
Report	Use PDF file No code in report	-10 pt -10 pt
Submission	Late submission Naming as STUDENTID-NAME-A#.zip	no credits -10 pt
Cheating	Any cases (e.g., from web or friends)	F grade

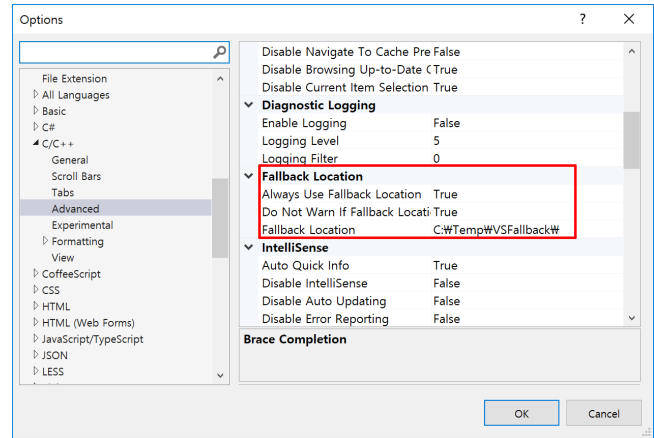


Figure 1: Using fallback location in Visual Studio.

Assignment Project Exam Help

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1. Platform

- Submissions are rated in Windows 10 machines with Intel CPU and NVIDIA GeForce GPU (with the latest drivers).
- For Linux submissions, make file should be prepared and third-party libraries need to be compiled on your own.
- Mac or Mac-compatible source code are not accepted.
- (OpenGL/CG only) GPU drivers of Intel or AMD cards are often problematic. I strongly recommend testing the program using the latest NVIDIA drivers to avoid potential GLSL shader compilation errors/warning problems.

2. Visual Studio Configuration

When you need to submit the *entire project files*, including sources, headers, and auxiliary files, you need to the following instructions.

- Use Microsoft Visual Studio 2017 Community Edition, which can be downloaded for free for personal use.
- Configure a project as *Release* Build (otherwise, -10 pt).
- Visual Studio may use large temporary files (e.g., *.vc.db, *.sdf, *.ipch, *.iobj, *.ipdb) for parsing your source files. In order to move those files to temporary directories, please do as the following figure shows for *Fallback Location*.

How to ensure that your program works without visual studio
Following the next three instructions is the easiest way to make sure that your program runs in any other windows machines in which visual studio is not installed. Do what follows in your project properties (right click on project name):

- > C/C++ > Code Generation > Runtime Library > Multi-threaded (/MT)
- > Linker > Manifest File > Generate Manifest > No
- > Linker > Debugging > Generate Debug Info > No

3. Implementation

- All the programs for assignments should be compiled without any warnings and errors and run successfully.

- If the program is not compiled, then you will get no credits for the project.
- If warnings are found during the compilation, you lose 10 pt for the project.

- All OpenGL programs should follow the *modern style* as taught in the class; e.g., do not use *old-style* functions such as `glBegin()`, `glEnd()`, `glVertex3f()`, `glTranslatef()`.

4. Source and Project Files

- You must *clean* the project before submission; i.e., remove all temporary files (otherwise, -10 pt).
- Remove temporary files/directories; e.g., *.vc.db, *.ipch, *.ipch/, *.vc.db, *.iobj, *.ipdb, and *.sdf (otherwise, -10 pt).
- Use *Zip* for compression.
- The name of the zip file should be formatted as STUDENTID-NAME-A#.zip (otherwise, -10 pt).

5. PDF Report Format

- Use PDF file instead of HWP/DOC files (otherwise, -10 pt).
- The name of the file should be STUDENTID-NAME-A#.pdf.
- The length of your report, including the cover page, should not exceed 3 pages.

6. Report Layout

An example layout of a report would be:

- Cover: Title, Your affiliation, Your Student ID, Your Name
- Descriptions on algorithms and data structures
- Advanced features not covered in the class (if using any)
- Discussions (one or two paragraphs)

Make sure *not to* include the code in your report.

7. General Grading Policy

- Any late submissions after the due are not accepted.
- If cheating is found from any sources (e.g., web or your friends), you will not pass this course, getting the *F* grade.