

**CMSI 371-01**  
**COMPUTER GRAPHICS**  
Spring 2016

**Assignment 0204 Feedback**

Outcomes that eventually cover both 2D and 3D max out at | for now because we are dealing only with 2D in this assignment. They will expand to their full potential with the 3D course work.

Dustin Kane

*ranneyd / dustinpkane@gmail.com*

*Notes while running (high-priority notes are marked with \*\*\*):*

*Code review (refer to <http://lmucs.github.io/backing-guidelines/> for code-review abbreviations):*

*1a —*

*2a (max |) —*

*3a (max |) —*

*4a —*

*4b —*

*4c —*

*4d —*

*4e — + ...Descriptive messages and excellent frequency & timing.*

*4f — + ...Submitted on time.*