

Project 1 ReadMe

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For this project, I created a data structure called Command Buffer. Very similar to modern Graphics APIs (Vulkan / Direct3D 12), the basic idea is that the program records the command that will be called when drawing before it draws anything and replay the whole buffer when drawing. It's very suitable for this project as it requires the programmer to dynamically add an arbitrary number of primitives as the user draws to the screen. And it's also a good chance for me to get more used with this modern approach used in APIs. The implementation is not optimized so it should take more memory space and time compared to the sample program, but it is so small that the performance difference is unnoticeable.

In the zip file, there are pre-compiled binaries provided in bin folder, and source files are in source folder. The program is basically a rip-off of the sample program provided, which means that it should look and act the same with the sample program (left click, right click, ESC, Enter). The Visual Studio solution file are configured so that it will automatically link to the specified 3rd-party libraries, so compiling should work just fine. If only the source file is needed, please take the main.cpp file. There are no other source/header files.

