

# CS 450: Assignment 02

---

## Programming Assignments (95%)

- **This assignment is in C++ and GLSL.**
- Follow the exercise instructions from the following slide decks:
  - o **04 "Swapchains"**
  - o **05 "Queues and Commands"**
  - o **06 "Pipelines and Shaders"**
- **Required header/library files (as written in exercises):**
  - o **src/include/student/**
    - **VKSetup.hpp**
    - **VKCommand.hpp**
    - **VKImage.hpp**
    - **VKPipeline.hpp**
  - o **src/lib/student/**
    - **VKSetup.cpp**
    - **VKCommand.cpp**
    - **VKImage.cpp**
    - **VKPipeline.cpp**
- **Main application setup:**
  - o Copy **src/app/Exercises06.cpp** and name it **src/app/Assign02.cpp**
    - Your Assign02.cpp should have the combined contents of Exercises03, Exercises04, Exercises05, and Exercises06.
  - o Change the **application name** from "Exercises06" to **"Assign02"**
  - o Change the **window title** to **"Assign02: " + your SITNET ID**
    - E.g., "Assign02: realemj"
- **Main application modification:**
  - o In Assign02.cpp, do something creative with animating the background color :)
  - o Comment out (but DO NOT DELETE) the per-FIF timing print statement.
- **Shader code setup:**
  - o Copy folder **vulkanshaders/Exercises06** as **vulkanshaders/Assign02**
- **CMake setup:**
  - o Modify **CMakeLists.txt** by adding the following line to the end of the file:
    - **CREATE\_VULKAN\_EXECUTABLE(Assign02)**

## Screenshot (5%)

- **Take a screenshot** of the **APPLICATION** window.
- Copy the image into the **screenshots** folder as "Assign02.png"