Introduction to the
CG programming exercises

What do you need

- A CIP-login

- A Partner (the same as in the theoretical assignments)

- Basic knowledge in C++

What do you get to work with

- For each Assignment, there will be a base directory with the required stuff:

  example: Assignment A1

  `/proj/i9cg/assignments/A1`

  Subdirectories:

skel/	skeleton source code and Makefile
solution/	the binary compiled with the correct solution
data/	data for testing (if any)

How to work on the assignments?

- In `/proj/i9cg/handin` there is a script `createCgHandin`

 *usage:* `./createCgHandin <login_name> Ax`   (x = assignment number)

- This will create a directory
  `/proj/i9cg/handin/Ax/<login_name>`
  and will also copy the program skeleton (the .cpp file) and the respective makefile into this directory

- In the program skeleton you will find one or more blank functions which you have to implement.

- Compile your solution by typing `make11`

How do you submit your solution?

- Just leave your file in the respective directory, we will fetch your solution from there.

- Put names, logins and student ID of all group members in a comment on top of the .cpp file

- Never change the file permissions! Solutions with wrong file permissions cannot be graded!

- If we detect obvious duplicates, the achievable points are shared among all involved groups

- For any questions about the programming exercises, contact Christoph Weber

Programming Assignments

- Step-by-step creation of a 3D planet system

- Each assignment builds upon the previous one

- If you did not manage the previous one, there will be a "minimum" program skeleton.
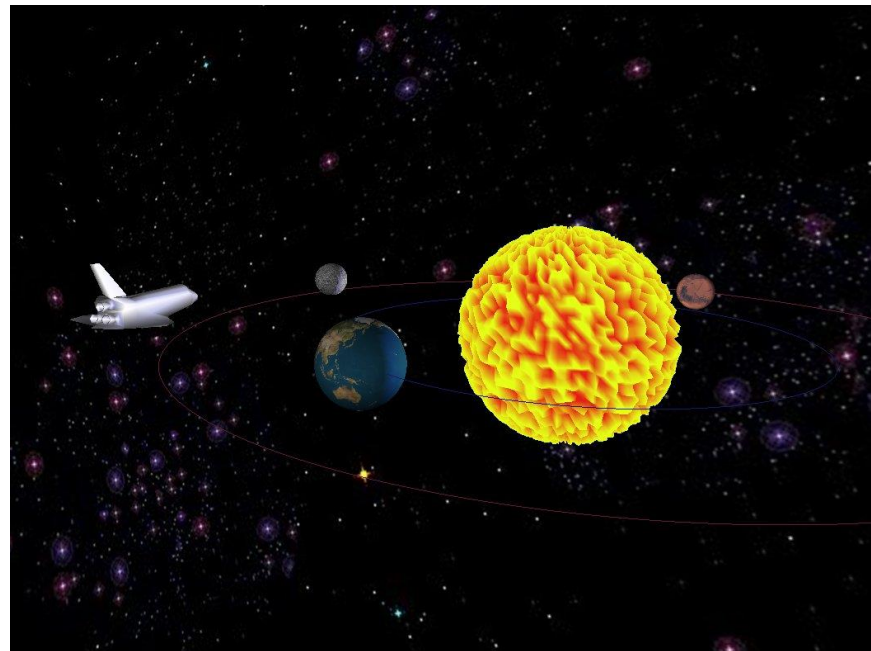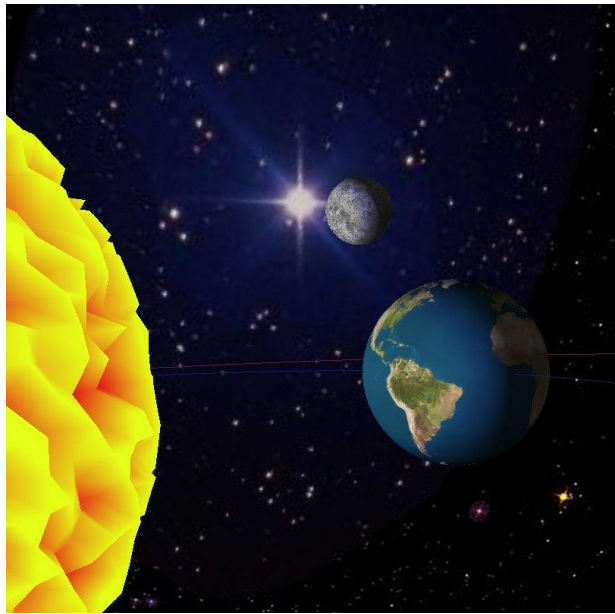
First Assignment

- Create a sphere