

CT4510: Computer Graphics

PA#1

BOCHANG MOON

Programming Assignment Policy

- Programming assignment: 20 points of your final score (maximum 100 points)
- Rule
 - Late submission: 0
 - e.g., 1 second late? Still 0 point
 - What if you copy somebody else's code?
 - Your final grade will be "F".
- Assignment score:
 - $Score = 20 \times \sum_{i=1}^n \text{your score for } PA_i / \sum_{i=1}^n \text{Maximum score for } PA_i$
 - *n*: total # of assignments
 - I will decide it dynamically based on your progress.

Programming Assignment #1

- Problem specification (5 points – maximum score)
 - Understand the skeleton code (0)
 - 0 point, but it would be necessary for next programming assignments.
 - Change the title bar with your student ID. (5)
- Submission:
 - Due date: 23:59:59, Monday, April 2nd, 2018 (KST)
 - A zipped file with (file name should be “PA1_your student number_your name.zip”)
 - Your source code (a zipped file only with .h and .cpp)
 - A binary file (NOTE: **change the file extension**, e.g., XXX.exe -> XXX.dat)
 - Your binary file will be checked on a windows system.
 - Not any virus files (your final grade will be “F”)
 - TA email address: ta.cg.gist@gmail.com
- ** Make sure the binary file is working when it is opened.**
 - It means there should be no needs to do an extra job to run your program. (e.g., debugging, build, etc.)