Programming Assignment 1

Submission

Deadline: 23:59:59, Sunday, March 17th , 2019 (KST, +0900)

- Github server clock

To submit your assignment, you must do two things. **Both of them must be done BEFORE deadline.**

- 1. You should push your commit to your assignment repo before deadline.
- 2. You should comment the last commit (before deadline) id (SHA-1 hash) in github issue board. (See next slide)

The last commit **BEFORE** dead line will be considered as submitted assignment.

- Github server will track this for me.
- Timestamp in your commit (local time) will be igrnoed. (I will use github server timestamp instead)

Commenting Commit ID 1/2

CGLAB-Classes / test2-lazysquid Privat	e	Output 1 ★ Star 0	
♦ Code ① Issues 1 ⑦ Pull requests 0	Projects 0 🗉 Wiki 📊 Insigh	ts	
est2-lazysquid created by GitHub Classroom	1		
3 commits		eleases 🎎 1 contributor	
Branch: master New pull request	Cre	eate new file Upload files Find File Clone or download -	
lazysquid commit2		Latest commit c604214 3 hours ago	
README.md	commit2	3 hours ago	
目 README.md		1.Go to	your assignment repository
test2-lazysquid		2. Click d	commits
chagne 1 chagne 2		3. Click o	copy button of your last commit
- Commits on Mar 9, 2019			



Commenting Commit ID 2/2

<> Code		ects 0 III Wiki III Insights	New issue
	Submit Write Preview c604214f6caaef9e22827010783d7716109a5fd8	AA B <i>i</i> " ↔	 Go to issue tab Click "new issue" Paste your lastest commit id (Ctrl-v) Click "submit new isse"
	Attach files by dragging & dropping, selecting them,	or pasting from the clipboard.	
	Styling with Markdown is supported	Subn	nit new issue

Policy

In the following cases, your grade for this PA will be 0

- Late submission (Late push before deadline or Late last commit id comment on issue board)
- Build/execuition failure
- Making public of your assignment repository
- If you tried to push your commit with force option(Tried to change history of remote server)

Your final grade will be "F"

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Task Lists

- 1. Practice how to use OpenGL basic gl* functions [8 Points]
 - Rotate your triangle with respect to time [4 Points]
 - Change your triangle color with respect to time [4 Points]
 - Hints
 - **glfwGetTime** function to figure out current time.
 - Use sin and cos function in <cmath> (or you can use glm::sin, glm::cos in <glm/glm.hpp>)
- 2. Report [2 Points]
 - Write your name, student id, github id in report.md [1 Points]
 - Attatch at least two result images in report.md [1 Points]

Expected Results



Rotating and dimming triangle

PA1Link

- 1. Login to github
- 2. <u>https://classroom.github.com/a/1WB-DUNq</u> go to following link
- 3. Accept the assignment