

CSE 167: Assignment 0—Compilation and Information

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This assignment gets all the groundwork ready so you can stop worrying about logistical issues and focus on the content in CSE 167. *This can take some time; please start early.* In particular, you will make sure you know how to compile and run OpenGL programs with shaders. Please coordinate with the teaching assistants if you run into any issues.

Please also use the Piazza newsgroup we have created for the class. It is likely any problem you face will be shared with other students, and any answers and solutions you find are useful to all. Since there is no “test” in this assignment, feel free to post code and other suggestions that are useful for compilation (of course, do not post any code relevant to homework 1 or any future homeworks).

The major part of this assignment is on the UCSD Online site; the class website tells you how to sign up for UCSD Online and that site has details on the homework. Please also see the assignment submission page for instructions on how to submit the assignment (like any other assignment, you should include a link to the full-res images from the image grader).

In addition, to fulfill the written part of the assignment, which does carry some points, you should separately submit the following information (on separate lines):

- Name
- Preferred e-mail
- UCSD Online user name
- UCSD Online e-mail (especially if different from preferred e-mail)
- Year and Major (e.g. Computer Science Senior)
- Development Platform (e.g. Mac OS or Windows)
- Goals for taking this course, and any other comments, special issues in compilation etc.

The Canvas website has details on the submission (essentially submit a README file with the information above, and separately a link to the full-res images from the image grader.)

Please note that besides getting your compilation environment and UCSD Online setup, another goal of this assignment is to get you familiar with submitting your homeworks via Canvas. While we will be somewhat tolerant of issues or confusion for this homework, we will make no allowance for incorrect or missing Canvas submissions in future homeworks; you will likely receive a 0 if you fail to properly submit the homeworks on Canvas.

This assignment (both this component, and the UCSD Online compilation check and program) is due on Jan 12. *Please note that you must submit **both** the programming assignment (available on the UCSD Online site, with final submission instructions here and on the assignments page and Canvas), and the written assignment providing the information requested in this document above.*