CSE 167: Assignment 0—Compilation and Information

Ravi Ramamoorthi

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 will also monitor the UCSD Online discussion board) 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 via Canvas (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.

- Verify that beyond HW0, you have been able to compile all other homeworks (or if not, please let us know issues so we can help you). A simple "Yes, I have been able to compile the other homeworks." is an adequate response, but please answer this and the next question truthfully.

- Verify that you know how to set up and compile a multi-file C++ program *from scratch, no skeleton code* on your platform of choice (this is for homework 4, and should not include OpenGL or any of the skeleton code of HW 0 etc. just basic C++) If not, please let us know issues so we can help you.

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.)

This assignment (both this component, and the UCSD Online compilation check and program) is due on Jan 18. *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.*