

CMSI 371

COMPUTER GRAPHICS

Spring 2007

Assignment 0315

With your graphics projects now in place and Spring Break coming up, it's an opportune time to start reading up and working on them.

Not For Submission

Read Angel Section 4.5 and Chapters 10–11. Depending on the nature of your project, selected portions of these readings may merit multiple perusals or follow-up on the Web or in the literature.

For Submission

Hardcopy Deliverables

Provide a preliminary design for your project. Specifically, submit the following on hardcopy:

1. Use case model (UML) — This will allow you to specify what your project's software will do, from a user's perspective.
2. Structural model (UML) — This constitutes the "M" part of MVC.
3. Interaction sequences — or, the "C" part of MVC. Describe the range of actions that a user can perform (keypresses, mouse drags, mouse clicks, etc.) and what use cases these actions should trigger.

Electronic Deliverables

Provide initial versions of the following elements of your project:

1. Main program skeleton — top-level structure, including the *main()* function, places for initialization, and placeholders for window and user event handlers.
2. Structural model implementation — initial definitions and functions for your structural model. Include any test code that validates the correctness of your functions in a *test* subdirectory.

Of course, all of these items will change over time, but you should use the upcoming break to get a jump on them. Upon submission, your code *must* compile, with all executables (tests, main program) running without any errors.

Commit your code to `/projects/cmsi371/src` (thus, test code will reside in the `/projects/cmsi371/src/test` subdirectory). Tag everything as *hw-0315*. Needless to say, your coding should use `/projects/cmsi371/src` for version control from this point on.