

# CMP160 Fall 2004

## Introduction to Computer Graphics Required Work, Grading Policy, Accounts

**10% Homework and class participation:** Class participation is both desired and rewarded. There will be 2-3 written homework assignments throughout the quarter.

**30% Midterm Exams:** There will be 1 or 2 in-class midterm exams. Midterm(s) will be announced at least one week in advance. Exams are open book/open notes.

**30% Programming Assignments and Projects:** There will be 4-5 programming assignments during the first part of the course. Programming assignments are due at the beginning of class. At the beginning of class, you should turn in a hardcopy of your source code and a README file indicating what you have done for this assignment. You are required to electronically submit the program by midnight the day that the assignment is due.

**30% Final Exam/Project Tuesday 12/7 4-7pm:** *Location in a computer lab yet to be determined*

There will be a final programming assignment due at the end of the quarter. This project will involve software, a personal demonstration, and a brief paper and manual describing the project.

You are required to demonstrate your final project. You must prepare a 2-3 minute demonstration of the key features for your program. To allow everyone time to demonstrate their project, the demonstration (including start-up of your program) cannot exceed 3 minutes. The demonstration will run the full 3 hours, be prepared to stay the entire time.

**Grading Policy:** To allow some flexibility and reduce overcrowding in the computer lab, we have a policy of early/late days on programming assignments. You can turn in a programming assignment earlier than the due date and receive up to 3 early days or 3 late days. Early days cancel late days. To get credit for an assignment it can be no more than 3 days late. If you cannot finish the assignment even in 3 late days, although you will not get any credit for it, you are still **REQUIRED** to submit the final solution to the assignment. You will **NOT** pass the class unless you have submitted all of the programming assignments.

You are not allowed to look at any posted final solutions posted until you have submitted the assignment. (If you submit your assignment after the solution has been posted, you must include the following statement in your README file: "On my self-honor, I declare that I have not looked at nor discussed the posted final solution to programming assignment number xx." If you break this rule or indulge in any other kind of cheating, you will be disqualified from this class. It is ok to discuss the solution with anybody including the instructor, teaching assistants, current colleagues, and past colleagues. However, **YOU MUST ACKNOWLEDGE** the assistance received from any person, or any internet web site. It is not OK to copy or share any written code.

You can accumulate up to 7 late days without losing any points. However if you have more than 7 late days at the end of the quarter, you lose 20% of the total programming points for each extra late day over 7 late days.

Programs are graded 80% for functionality and correctness and 20% for style, efficiency, and extra features.

In order to pass this course, you must get at least 60% in programming (programming assignments and final graphics project) and at least 60% in theory (midterms, homeworks, class participation).

### **INCOMPLETES WILL NOT BE GIVEN:**

If you do not finish your final project in time or do not meet the passing criterion above, you will not pass this course.

**Accounts:** I expect that all of you have a CATS account. If not, please get one as soon as possible. For this class, you will be using OpenGL and FLTK to create graphics and user interfaces for the graphics programs. The teaching assistant and any tutors we have will meet you during lab sections in Baskin Engineering 109.

References: I have borrowed heavily from the grading policy of Suresh Lodha