Programming Assignments and Projects: There will be 4 programming assignments during the first part of the course, approximately one each week (or 10 days). All programming assignments will be due on or before 12:00 midnight.

The final programming project will involve software, a personal demonstration of how it works, and a brief paper and manual describing the project. The project demonstrations will be held on June 13, Wednesday between 12 to 3 pm during the scheduled time for the final examinations. The final paper is also due at the same time.

Midterm Exams: There will be two in-class midterm exams: the tentative dates for the two mid-term exams are May 15 (Tuesday) and June 5 (Tuesday). Exams are open book/open notes.

Homeworks: There will be 2 homeworks. They will all be due later in the quarter during May.

Grading Policy: The 4 programming assignments do not carry the same weight. They carry the following weights: 5, 7, 9, 9 for a total of 30 points. If you do not finish the programming assignment on the due date, you within next 4 days by losing 20

If you cannot finish the assignment even in 4 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 the four programming assignments.

You are not allowed to look at the final solution 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 or 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 solutions with anybody including the instructor, teaching assistants, current colleagues, and past colleagues. 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. The programs will be 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 (this includes programming assignments and final graphics project) and at least 60% in theory (this includes two midterm examinations, two homeworks, and class participation). I WILL NOT GIVE ANY INCOMPLETE IN THIS CLASS. 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 CATS account. If not, please get a CATS account as soon as possible. For this class, you will be using OpenGL and FLTK to create graphics and user interface for the graphics programs. The teaching assistant and the tutors will be meeting you for the lab hours in BE 105. The lab is open and you could get into the lab anytime 24 hours a day seven days a week.