Assignment 0: Getting Started

Due January 25

This is a practice project to make sure you can write, compile, and execute a program that generates graphics. The goal is to be able to generate graphics primitives (points, lines, polygons) at different locations on the screen with different colors.

You may write this from scratch, or start with a demo program from a book or the web. If you do start with code that you found, please identify the source of the code and, most importantly, make some non-trivial changes to the code to make it your own.

In this case, please describe the change or changes you made in the documentation you submit with your code. For example, you could download one of the Processing or d3.js examples, read it through so you understand what it is doing, and then change the appearance of the graphical output to use different color schemes, different primitive shapes, different layouts of the primitives, and so on.

Requirements

- 1. Your project should contain at least three kinds of graphics primitives (points, lines, polygons) in different colors.
- 2. Your document should identify the source of the code if you start with code that you found.
- 3. Your documentation should provide explicit instructions on running your program.

The homework is due by 5PM on January 25.

Provided Code

For this project you should do your implementation using Processing, d3.js, Java, or any other language with appropriate graphics support. You can download examples from Processing or d3.js websites or start from scratch.

Turning in the project:

You will submit a zip or tar file containing all of the source code and a README file. The source code must compile (and run) on a Mac or Linux.

The README file should contain a description of what you have created. This README file will count towards your grade. Submissions without a README or submissions with a worthless README will lose points.

Submittal should be made using myWPI. Either:

- 1. (Recommended) Upload a .txt file with a link to your GitHub repo, or
- 2. Zip your files and README and upload to MyWPI

Grading

Each homework assignment is graded on a 100 point scale 60 points will be graded for functionality: the program does what the assignment requests. 20 points will be based on documentation in the README, and 20 points will be based on the quality of your design and coding style.

Total - 100

(0 will be assigned if the code can't be compiled or run.)

Functionality - 60

15 - Points

15 - Lines

20 - Polygons

10 – Different colors

README - 20

10 – A description of what you have created

10 – How to compile your code / what are included in your folder

Design and Code – 20

10 – Comments 10 – Code Quality