Assignment 4

Requirements

Assignment 4 is a preliminary version of your final project. You cannot complete this unless you have apready submitted and received approval of your project specification. The nature of what you must submit for this assignment is project-dependent. In general it must be a skeletal version of the final project, with stubs for every user-invokable action (key presses, button events, and events that you plan to handle, all user interface elements). The stubs can print messages to the console. But for certain projects, more will be required, which is why you need to consult with me about it.

Submission

If the program consists of more than one source code file, create a directory named hwk4_username, with permission 700, and put all of your source code files and a makefile into it (and nothing else!) If it is a single source code file, name it hwk4_username.c or hwk4_username.cc, where username is the username you have on our UNIX system, and the extensions are for C and C++ respectively, with permission 600. Put the directory or the program into the directory

    /data/yoda/b/student.accounts/cs493.73/projects/project4

on our file system.