

SIGGRAPH 2004 Project Source Code Guide

Why write code?

The purpose of doing implementation work is for you to explore some of the details of the algorithms that you are studying. It's easy to get the impression that you understand something via reading, but it's often only when you sit down to write code that you realize that there are small aspects of the work that you don't understand.

Independent implementation is also a way of testing the authors' claims about the algorithms; you can perform your own evaluations.

What should be handed in?

Bundle all your source code and (if possible) a working executable into a zip file. Include in your top-level directory a README.TXT file that contains

1. A brief description of what the code does, and how to use the program.
2. A list of what code you started with (from the web, code written for other courses/assignments, etc.), what it does, who authored it, and url's where appropriate.
3. A description of what's in each sub directory.
4. A list of source files that contain the substance of what you implemented yourself, and what's in each of those files.
5. A list of known defects.

The files you list in item #3 should be commented well enough so that someone trying to learn about your paper can find the important bits of code and figure out what they do without too much effort. Your contributions should be clearly delineated from code you borrowed from elsewhere.

Because you never know what will happen when I try to run the program, it's probably a good idea to include a directory showing screen captures of some of your results.

When is the code due?

At the same time as the final report. The code is due in the assignment drop box by 9:55am on 28 May. However, to account for minor illnesses and other small catastrophes submissions will be accepted without penalty until 5:00pm on 30 May. No submissions accepted after 5:00pm on 30 May.