CMSI 370-01
INTERACTION DESIGN
Fall 2013

Assignment 1114 Feedback

Abdulrahman M. Alzaid *AbdulZaid*

3a — Your code shows some degree of additional knowledge on how user interfaces are constructed. The CSS tweaks are noted, but as we'll see below, the JavaScript needs more work. (|)

3b — Your touch event handling works for box deletion, but still has significant bugs in box creation. The first issue is very easy to fix, but requires an alert eye—see the inline comment. Trickier is the need to support concurrent creation of multiple boxes. Some hints are included, plus this was also discussed in class. All told, you need to step up the box creation a bit more to raise this proficiency. (/)

3c — Your code demonstrates good adherence to MVC. (+)

3d — You have successfully broken down one of the assigned high-level actions, box deletion, into appropriate lower-level touch events. Box creation has the right overall structure, but as mentioned is tripped up by a couple of bugs. Because this outcome is focused in high- to low-level events, it is not as adversely affected by those bugs. Still, it will improve if the bugs are fixed. (|)

4a — Your code is functional for box deletion, but as mentioned needs some work for box creation. It isn't a whole lot of work, but its correct execution will say a lot about your understanding of this implementation. It is proportionally more than the deletion code too, which is why the proficiency is what it is (similar to *3b*). (/)

4b — Your code is somewhat separated well, including MVC. Small hiccups in proper separation include the hardcoding of 512×512 as the size of the drawing area and some degree of repetition in your created-box sizing logic (assuming you fix the current blocker bug that keeps the resize from even happening). Ideally you should read the actual drawing area bounds from the incoming `jQueryElements` in `setDrawingArea`. As for created-box sizing, I know we wrote much of what is there in class, but I do remember mentioning that some consolidation would still be called for.

A major hiccup in proper separation is the hardcoding of `#drawing-area` as the selector for the drawing area. Note that this is not how we determine the incoming `jQueryElements` in `setDrawingArea`. What if the developer wants more than one "drawing area" on his or her page? (/)

4c — I don't know how you went about formatting your code but it is completely off. Some indentation choices are completely inconsistent with the structure of the code; others are way too large. Don't line up code with parentheses; this does not work in general. Beyond the indentation choices, there are minor glitches with spacing, but really the indentation takes the cake here. (–)

4d — Your work shows some use of available resources, both in class and outside, but now that you have a lot of the base code, it's time to build on that information on your own. (|)

4e — Your commit frequency and time spread for the commits (two person-days!) are a little on the short side for an assignment of this scale, though not horrible either. Your commit messages are sufficiently descriptive at least. (|)

4f — Not submitted on time, but with accommodation due to illness and lack of Internet at home. (+)

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Updated feedback for commits up to 12/13/2013; only re-evaluated outcomes are included:

3a — All but one JavaScript bug remains—concurrent creation of boxes—but unfortunately it is still relatively large, and its presence shows some continuing misunderstanding of what user interface elements serve as the `targets` (hint hint) for which events. (|)

3b — Touch event handling is complete now except for the need to support concurrent creation of multiple boxes. I've inserted some additional hints; unfortunately this is a fairly major portion of what this assignment hopes to teach you, so we really can't max this out until it is fixed. (|)

3d — To effectively fix that one remaining event-handling bug (concurrent creation of multiple boxes), you need to understand the data structures behind touch events, and also know how to create and maintain your own data structure to properly track the boxes being created. That remains a key part of this outcome. (|)

4a — Yes, unfortunately that last bug is coming up over and over, but it really is a major portion of the overall functionality. Solving it does require a decent chunk of code, and not just a one-liner. (|)

4b — The three issues previously mentioned relating to separation of concerns—hardcoded drawing area ize; some repetition in box-creation rubberbanding, and the hardcoding of `#drawing-area`—were not addressed in this new version, and so this proficiency does not change. (/)

4c — Your code indentation is much better in this version, but still has lingering issues. Remember, again, that indentation is meant to communicate the structure of your code, and on that basis you make some unambiguously incorrect indentation choices. Indent size still isn't consistent, but at least the size of the spacing is more in line with how the "pros" do it. (|)

4d — Your near-complete implementation speaks to improved use of documentation and resources. (+)

4e — Really not much to go on here in terms of version control, so we will stick with the original proficiency for this outcome. (|)