

COHORT	HW COMMENT(S) / FEEDBACK
rut0125-0126 (github issues)	Awesome job! Once again great design and nice touches on the input fields. Always refreshing to see your attention to detail. Also like that your JS code is clean and simple as possible.
rut0125-0126 (github issues)	Awesome work! Whats up with that background though?
	One thing I would have changed other than the background :) is the way you updated firebase [here](https://github.com/waltdakind/week-7-firebase/blob/master/assets/javascript/app.js#L6-L7). I would have just pushed directly to firebase with something like
	...
	trainRef.push({
	name: lsdkjflsdjf
	..... }); ...
rut0125-0126 (github issues)	Hi great Greg great job on the homework! It works fine and the code looks good and its readable. So, not much to critique. How did you feel about doing this homework? What was the biggest challenge?
rut0125-0126 (github issues)	Great Start!!! Your `Student` and `Bus` constructors are well made. You have the right approach in your `main.js` file. You just need to call `addStudent` in `main` to see if it runs properly.
	Overall glad to see this quality work and approach.
rut0125-0126 (github issues)	Hi Aisha nice job on the homework! Over all it works pretty well, I have one question and one suggestion. My suggestion would be to use moment to render the Frequency and the Minutes Away into minutes by using moment. My question why did u .time? and what are you trying to get using .time?
rut0125-0126 (github issues)	Hi Jordan, you nailed the assignment! Great job!
rut0125-0126 (github issues)	Hey man nice job on the homework! I know first hand it was difficult. What was the ultimate issue with the code and what was your solution?
rut0125-0126 (github issues)	Hi Analben, great job on the homework! I just have a question... why do you add var trainName = "";
	var destination = "";
	var firstTrain = "";
	var frequency = "";

	to your code? The was my only concern with your code other than that I thought it was very simply and concise.
rut0125-0126 (github issues)	Hey Jerome nice job on the homework, loving the clock feature! Everything works great, I think converting it to military doesn't allow for outrageous minute inputs. Is there are reason you wanted to go for military time?
rut0125-0126 (github issues)	Hey man, amazing work! Love the design. Just a couple of things:
	- Try to remove the commented out <code>`console.log`s</code> in the code
	- Lots o' whitespace, and the indentation is a bit off in some spots
	- In the html, the <code>`div id="all"``</code> should be a class because it contains more than one element.
rut0125-0126 (github issues)	Please put your js code in a separate js file. Do the same for css code - put it in a css file.
	Also, make a separate repo for each hw assignment so than I can clone the repo and look at your code using my text editor.
	When you edit and resubmit, I'll mark you down as having submitted the hw.
rut0125-0126 (github issues)	Awesome work! Nice touch with the auto updating remaining time. Once again great work with your code, keep it up!
rut0125-0126 (github issues)	Hey Andrew nice job on the homework! Your code looks great and it works perfectly!! only have one question whats the <code>.start()</code> purpose and where does it come from in the line <code>var trainstart = childSnapshot.val().start;</code>
rut0125-0126 (github issues)	Hey Jacob I read through your issues and I'm going to discuss this with Ahmed and Faisal. This is a bit complex.
rut0125-0126 (github issues)	Hi Mauricio great job on the homework! Looks like everything worked and your code is well written. Was there anything in particular that you found difficult about this homework? What did you get most out of the assignment?
rut0125-0126 (github issues)	Almost there, but at the end your approach is more complicated than it needs to be.
	1. <code>`frequency = \$("#frequengcy").val();`</code> [here](https://github.com/Negron07/Week7HW/blob/master/Week7HW/assets/jquery.js#L9)
	should look like <code>`frequency = \$("#frequengcy").val();`</code> - you had an extra parentheses.

	<p>2. You end up overriding and hardcoding the `newFirstTrainTime` and `newFreq` with this [here](https://github.com/Negron07/Week7HW/blob/master/Week7HW/assets/jquery.js#L32-L33)</p> <p>3. There is no need for a For Loop when adding to your html. you can do simply do this with without it for each new train submission in the [same place](https://github.com/Negron07/Week7HW/blob/master/Week7HW/assets/jquery.js#L41-L44) you are doing it now.</p>
rut0125-0126 (github issues)	Great work! Glad to see you back on track. I also prefer your custom time conversion function over moment.js for this particular use case. It is much simpler and cleaner.
rut0125-0126 (github issues)	<p>One thing I may have done differently is not make a [new object](https://github.com/ZintisMay/Week-7-Homework/blob/master/logic.js#L38) every time firebase needs to be updated. I would just push it to firebase directly...</p> <pre> ... FBdata.push({   name: localName,   starth: localstarth,   startm: localstartm,   nowh: localnowh,   nowm: localnowm,   destination: localDestination }); ... </pre>
rut0125-0126 (github issues)	Hi Kevin, great job on the homework! I looked at your code and it was indicated to me that you were stressing/in-the-state-of-shock through out the process of doing the homework. That is a cool feeling I know all too well. When you're like..."holy shit this beginning to work, why I kind of know, but its working, I'm happy" Ah its a good sign that mental connections are being made. So, great job you are putting the pieces together.
rut0125-0126 (github issues)	<p>Great Start!!! Your `Student` and `Bus` constructors are well made. You have the right approach in your `main.js` file. You just need to call `addStudent` in `main` to see if it runs properly.</p> <p>Overall glad to see this quality work and approach.</p>

rut0125-0126 (github issues)	Good start, however your js and file is not loading. There is some error when I check console. This may be a reason your code is not working as expected.
	Also your variables that you are performing the math on, ideally should come from firebase, as the `firstTime` variable here <a href="https://github.com/ltodelia/TrainTime/blob/master/train.js#L41">https://github.com/ltodelia/TrainTime/blob/master/train.js#L41</a> . That can be done with something like `firstTime = childSnapshot.val().firstTime;`
rut0125-0126 (github issues)	Nice work man! I tried out the schedule and it's working fine, just a couple of tiny things:
	- I like the use of moment in the assignment
	- Try and reduce the amount of whitespace you have in the code
	- The first part of your js should be be indented
	- You can declare variables without giving them values, so no need to give your starting variables a value of `""` or `0`
rut0125-0126 (github issues)	Hey Allen nice job on the game! I tried playing the game I think I'm missing something...I set up two screens and two different players, but it doesn't seem to work for me. May be it works and I just don't get how it works..Can you run me through the directions?
rut0125-0126 (github issues)	Great work! Good use of bootstrap and very clean code.
	One thing I would have done differently though is do the calculations in the `child_added` function. This would potentially allow you to update the time on page refresh or anytime a new child is created.
rut0125-0126 (github issues)	Spectacular work! Wish those delete buttons work though :). Nice touch with the autoupdating Minutes away. Glad to see you pushing yourself to go beyond the requirements.
rut0125-0126 (github issues)	Hi Jeremiah, nice job on the homework! I liked the additional large clock feature. When looking at your code, it was a bit difficult to grasp, but the comments really help. How did you feel about completing this assignment? Was it difficult?
rut0125-0126 (github issues)	Nice job once again. Great code structure and logic. One thing I would have done differently though is that I would have done my calculations in the [snapshot function]( <a href="https://github.com/angryjenkins/week-7-trains/blob/master/public/scripts.js#L57">https://github.com/angryjenkins/week-7-trains/blob/master/public/scripts.js#L57</a> ). This give you flexibility to have the reaming time update on refresh more easily.
rut0125-0126 (github issues)	Hey Lou awesome job on the homework you nailed it! Your code is clean and everything works properly. I'd give you more critique if there were more issues or there were any concerns with your code.

rut0125-0126 (github issues)	Awesome work, but I noticed that your <b>**Minutes till Train**</b> gives me NaN when i refresh the page. However it works if the page is not refreshed. Overall great work though.
	The issue seems to be happening because your [firstTrainTime](https://github.com/smiller5/HW8/blob/master/HW8.js#L61) seems to lose its value on refresh, affecting everything after it. Instead of trying to retrieve it from the input box try to get it from firebase with something like : `firstTrainTime = childSnapshot.val().firstTime`
rut0201-0202 (github issues)	Hey @Jserrano1130, I checked out your week 7 Train Time homework.
	It looks like the boiler plate html from the employee time tracker example. Unfortunately there's not corresponding javascript file to make anything happen.
	I know we talked about it before, but from now on, each homework assignment should have it's repo, with corresponding file/folder structure. Check here for some instructions (https://github.com/ntuvera/this_is_how/) I'll be writing these as we go along, but if there's anything you wanna ask or notice in the readme's let me know and we can go over it or I can correct it on my end.
	Either way, I know you said you're still not sure about everything, so I'll be expecting you tomorrow for our standing weekly meeting and we can talk about this there.
rut0201-0202 (github issues)	Not bad. You were able to get the current schedule to change dynamically but I notice that the data isn't what it should be: Under Destination, you get Undefined, Frequency(min) shows seconds or Invalid, Next Arrival is undefined and the same for Minutes Away. Did you run out of time or you had issues with using moment()?
rut0201-0202 (github issues)	Hi Will, I see a lot of good code in your files but the application isn't really running. Perhaps try breaking the assignment down to smaller pieces (i.e. RPS logic, implementing the chat function). The game stops running the first time after I input values, maybe we could use the .empty( ) function somewhere to clear the data on every new game. It seems like you are on the right path, hope you'll have time to tackle this assignment in the next couple weeks! :)
rut0201-0202 (github issues)	Hey @jimmylado, I cloned your repo and started manually testing.

	<p>It looks like you're missing some functionality. For the most part everything else seems ok, except the Next arrival should be a time, but you have the minutes until Next Arrival there. My assumption is that on firebase you're nextArrival key is not updating the way you expected. Take a closer look in your fire base and compare it again to ln 27-38.</p> <p>HTML has some spacing, indenting, and open and closing inconsistency. Also you might want to checkout w3 school about using `thead` vs `tbody`. It's a nitpick, but there are better ways to use `thead`</p> <p>You wrote an actual HTML form with roles and actions, why? Did you know that `action="" method="POST" role="form"` are pretty much default and we actually don't even need to type that, unless we're modifying them? We're short-circuiting the form with `return false`. Also check out event.preventDefault for an alternative, and in my opinion better way to fake-submit a form.</p> <p>Starting on ln 64, it may be helpful to break out those html elements into smaller piece and then concatenate the string in a single line. This is more of a style comment as it's harder to read code when it extends beyond 80 columns, let alone the multiple references.</p> <p>As an extension if you want to use this as a portfolio piece, I would recommend adding the following:</p> <ul style="list-style-type: none"> <li>- setInterval for optional updates on the minute/hour/etc as opposed to refreshing the page</li> <li>- a way to delete trains or a way to contact someone at the database to delete trains (can be a fake contact form __for now__</li> </ul> <p>Nice job overall, just fix the missing Train time arrival when you have time.</p>
rut0201-0202 (github issues)	Great Job! However, I noticed that the Minutes Away column comes in as "###". Did you have issues with that?
rut0201-0202 (github issues)	<p>Strong effort in the homework, RPS was challenging but you have key parts of the application running. There is a lot of code in app.js, you could consider separating some of your JS files apart (i.e. having a file just for the RPS logic). When calling your firebase reference var dataRef = new Fire (/url), have your variables up on the top of the page (generally good idea to have all your variables up in one place). I think you have the right idea in terms of data structures, you just need to get those data to persist on firebase. Consider how we create new locations in firebase:</p>

rut0201-0202 (github issues)	
	var dataRef = new Firebase(url);
	var playersRef = new Firebase(url/players)
	var currentturnRef = new Firebase(url/turn)
	Hey @JasonMartocci, I cloned your repo and started looking at the RPS game.
	UX/UI/Manual Testing:
	Nice job on the base functionality. It was look pretty good, but I was able to break it at a certain point if I'm playing as two players on a single page. Somehow the order of choosing gets messed up and then it no longer increments wins or losses. Checking the game set up in two browser windows has been working well. Nice handling of removing the options on the opposing page to keep track of player choices.
	Code Design/Style:
	I can't put my finger on it, but I see that the <code>.on('click')</code> for <code>`playerOneBtns/playerTwoBtns`</code> is running some repetitive althought slightly different logic. I think that could be refactored into a separate function with the arguments/parameters you might want to "change". Interesting use of <code>setTimeout</code> to keep track of things from overwriting. I wouldnt' have thought of using <code>setTimeout</code> and tried to call the "clear" in a callbac function after the checking logic. Creative solution, but adding a <code>setTimeout</code> to make JavaScript synchronous works, but I wouldn't try to rely on it as much. We could look more into promises ie <code>.done(function({}))`</code> which could help in this situation.
	Code Technical:
	Hmm somehow I'm breaking your logic for filling a room with users with my incognito windows. Something interesting that I still need to look into. If I'm in regular tabs for chrome, everything works as expected.
	In combination with the style above, I see a lot of repetitive code with minor changes for <code>playerOne</code> or <code>playerTwo</code> . I can't wrap my hea around the way you're approaching all the logic, but I can say that some of the <code>__</code> repetitive looking <code>__</code> logic could be written down into separate functions which take specific arguments.

	<p>It works which is important, I'm gonna try to figure out a way I would refactor, but when the solution is posted, try taking a look and see if you can make parallels that will help you refactor. It's tough because this can be approached in a bunch of different ways. So the business logic is up to you.</p>
rut0201-0202 (github issues)	<p>Hey @Kevarnold02, I cloned your repo and took a look at the Train time homework...</p>
	<p>I can clearly see you've used the employee time tracker example from class as reference. Was there a hangup on any topics or did it come down to time? I'm ok with you using class material as reference, but if I'm seeing the same comments and variables, I'm going to assume it was pretty much copy and paste. Even if you're retyping the same code, it's better than copy and paste.</p>
	<p>It's also missing the functionality for calculations which was important for learning about how to use a new library ie moment.js. It's not just treating numbers in a formatted way. Moment.js has a particular way of handle `Date` objects which we wanted you to play with.</p>
	<p>If you want to go over it another time after giving it a crack from a fresh start, let me know.</p>
rut0201-0202 (github issues)	<p>Hey @msallam227, I cloned your repo and checked out your train time homework.</p>
	<p>Did you run out of time for the homework or was there any concepts you were stuck on? It looks like you've used the employee time sheet tracker boiler plate html, but there's no associated `app.js` file.</p>
	<p>There may not have been enough time for the homework, but I was at least expected a file/folder structure to go along with the repo.</p>
	<p>If you have any questions definitely hit me up on Slack.</p>
rut0201-0202 (github issues)	<p>Hey @FrankBeatrice,</p>
	<p>I'm leaving this issue as a marker for homework feedback. All we've got here is a README.md, so I don't really have much feedback. I asked you this assignment during project week.</p>
rut0201-0202 (github issues)	<p>Hey @jeffreyyourman, I cloned your repo and started to look around.</p>



	<p>UX/UI:</p> <p>Core functionality looks like it's all there, but I still found a bug. You'll want a simple validation for your form inputs, so I can't put in blank train times and mess up your app. You can look into HTML5 validations right in your `input` tags, or be fancy with it and practice some JavaScript validation on the inputs when you submit. It's worth thinking about these things as users will do dumb things, so try to account for them doing that. Everything else so far appears to be working right.</p>
	<p>Code Style/Design:</p> <p>Even though the answer posted has inline styles. STAAAAHP IT. Just. Don't. Do. It. It's a bad habit that can extend out into your coding, and then you might reach a point where something is being overwritten (styles, variables, etc). You'll bang your head for hours only to realize later you inlined something... stop now. please.</p>
	<p>Code Technical:</p> <p>Your file/folder structure is good, but I'm just curious as to why there are remnants of previous homework in your assets? ie `background.png`, `style.css`</p> <p>I noticed in your `trainData.on('child_added',` in the callback function you pass the `prevChildKey` argument, but never use it. That callback function is taking your return from the "child_added" event listener and assigning it to `childSnapshot`, but what (if anything) would be passed into `prevChildKey`?</p> <p>If you don't know what it's doing, find out what it does or just don't use it.</p> <p>Overall good job, not sure how much of this is straight up from you and referenced from the posted solution. But if you can read it line by line out loud and be comfortable with it, then that's progress in the end.</p>
rut0201-0202 (github issues)	<p>I notice you have all the right files: The JS File and the Index.html file. However I notice you didn't link the js properly in your index.html page on the bottom. It should be <code>&lt;script src="assets/javascript/app.js"&gt;&lt;/script&gt;</code> since you have the JS file in assets/javascript . Did you run out of time or you need help understanding things?</p>
rut0201-0202 (github issues)	<p>Hey @DavidDaskal, I cloned your repo and tested out your RPS game...</p>

	<p>I was running into some issues actually playing the game. I was able to do all the things I expected for Player One, but when I tried to submit a name and make a choice for Player Two, I was getting alerts back and forth on both browser windows.</p>
	<p>Spacing inconsistencies in your html ie `id = "someId` vs `id="someId"`. Also no need to use ` ` anymore, you can account for that with margins and padding.</p>
	<p>I saw your comment in `rockps.js` after I started the feedback. Fair enough, I can see the addition of children. My only suggestion at this point isn't so much with Firebase, but with the actual mechanics of your page. It looks like you're only accounting for one player addition per a window. Ideally, the "player entrances" should just be "listeners" that can push to firebase the information. You can then choose an event, click PlayerOne and PlayerTwo have choices to then get the information from firebase, run comparisons and then change the DOM. There are a lot of ways to approach it, it might be beneficial for you to see the solution for the flow, not the actual code. (well the code helps obviously, but seeing `_a_` process might give you more focus).</p>
	<p>Give the solution a read (for a process idea) and give it a try. You can always reach out on Slack or during office hours, if you still have hang ups.</p>
rut0201-0202 (github issues)	<p>Hey @Djacks44, I cloned your repo and took a look at the RPS game...</p>
	<p>`header` should be in the body as opposed to `head` tags. It works where you put it, but by convention anything you want to see on the "body" of the page should be in `body`. In that same regard we can also start adding our `link` and `script` tags in the head as well. But note that if you're going to add `script src="app.js"` in the head, you're app.js should account for load times using something like `\$(document).ready(function() { all the code goes here})`.</p>
	<p>Hmm, it looks like the game works in a single window so you're logic is ok for that case. I was having a bit of trouble following your logic for comparisons of the data pulled from firebase. It appears that your only using the event listener for child_added, which is needed. But for the opposing players/windows to see each other properly, you'll need an event listener like `on("value", ` , which you can reference to update information on both clients when something changes.</p>

	<p>Also as a nitpick your indentation on `index.html` is still a little rough. For debugging or while you're learning I see you're console.logging everything which is a good type to check what you're values are. I'd recommend adding a string in front to get a better idea of what's going on, and also for anyone looking through your console. As an alternative you might want to try `debugger` so you can step through each part and see the values.</p> <p>You were able to add the chat functionality with firebase, which is what we wanted, but you're also using child added again, but it's working because of how you setup your database. Unfortunately, I can't see the database, but this is all based off my assumption from reading your code.</p>
rut0201-0202 (github issues)	<p>Hey @nicole86, I cloned your repo and took a look at your train time homework...</p> <p>I see that you've gotten the basics down for making a connection to a firebase database. I see the grabbing of info and submitting to a form. But we're missing how we manipulate and append the data on receiving a response from the <code>.on("value", function() {})</code></p> <p>There's actually a lot that goes on in that response in terms of manipulating information with Moment.js. In fact, in your initial push, you're already converting the form input into a Moment.js object. Upon return there's going to be some calculations, which also require making sure the pieces you're using (response data) and the current moment (moment()).</p> <p>If you wanna talk about it we can look it over during office hours, or when the solution is posted and try to read through what's going on.</p>
rut0201-0202 (github issues)	<p>Hey there Shaan, sweet job on the assignment, you have most of the functionality working the way it is suppose to. Whenever the train schedule updates my "next arrival" time changes but my "minutes away" stays the same. I don't think I'd ever catch a train with your schedule! Don't know if you intentionally made it that way but what is probably causing your "next arrival" to keep on shifting times is probably line 98 in your JS file with the .add function. Great job!</p>
rut0201-0202 (github issues)	<p>Hey @kjarevalo, I cloned your repo and took a look at your train time homework.</p> <p>I tried to run your app, but unfortunately it doesn't work. I opened up console and checked the errors. It looks like you've heavily referenced the exercise code from the employee timesheet.</p>

	<p>I noticed that while the code doesn't match up perfectly in points, there are some errors being caused by <code>`u200b`</code>, which is a zero-width blank space character (usually from copy and paste). Even if you need to reference directly from an exercise or solution, there's value in typing it out and reading it out loud.</p> <p>The actual javascript file itself I'm not going to read, because it looks eerily familiar and I assume is right because I think I've seen it <u>exactly</u> before.</p> <p>Also, the whole mostly right looking app.js is never actually <code>`script src`</code>d in your html file. Let's talk about where you feel you're at and what you think you want to improve on. We can setup a google hangout, if it needs to be outside of class time.</p>
rut0201-0202 (github issues)	<p>Great job on the homework assignment, layout looks nice and the main functionality all work. Code is well organized and easy to read, really like all the commenting that is going on. It'll be really convenient to go back and reference old code from this project in the future. One thing you could do is to either get rid of or comment out any excess console.logs. You won't really need them now since your application is complete. Awesome job!</p>
rut0201-0202 (github issues)	<p>Hi Lisa, great attempt at the homework! When linking to firebase you need to add in the keyword "new" before the reference link. Go back into the classwork and review the following if you're still not really understanding firebase: <code>new Firebase(), .set({}), .on("value")</code>.</p> <p>To link firebase you need to put the CDN Link in the head tag in your HTML (<code>&lt;script src="https://cdn.firebase.com/js/client/2.4.1/firebase.js"&gt;&lt;/script&gt;</code>) instead of your firebase reference. And for moment.js (<code>&lt;script src="https://cdn.jsdelivr.net/momentjs/2.12.0/moment.min.js"&gt;&lt;/script&gt;</code>) right underneath firebase.</p> <p>Review the firebase class work if the concepts are still not coming to you, don't give up on this assignment. When you see errors in the console, they'll usually direct you to the right place to resolve the issue. Keep up the strong effort!</p>
rut0201-0202 (github issues)	<p>Hey @mgreer973, I cloned your repo and checked out your Train Time homework.</p> <p>Excellent functionality.</p> <p>Very clear and easy to read through your <code>`trainSched.js`</code> I like the inclusion of a timer which makes sense for a schedule.</p>

I have no nitpicks on your code indenting is clean, variable names make sense.

The only thing I can add is take a look at using jQuery's ``$(document).ready(function(){})`` or ``window.onload=``, so you can add your ``script`` tag in the ``head`` tag. You'll see in most pages now that the required scripts are included in the head and the load order is handled in the actual javascript file itself.

Great Job again.