

COHORT	HW COMMENT(S) / FEEDBACK
ucf0328-0329 (bootcampspot)	Great job on your homework!
ucf0328-0329 (bootcampspot)	Great job on your homework. My only suggestion is try to take your code to the next level and avoid global variables. I'm sure you can do it! ;)
ucf0328-0329 (bootcampspot)	Great job on your homework! Keep up the good work!!
ucf0328-0329 (bootcampspot)	Great job on your homework! Keep up the good job!
ucf0328-0329 (bootcampspot)	Erik, make sure to load your javascript file after jQuery. You are getting an error that says \$ is not defined. The reason why you are getting this error is because when you script runs, jQuery has not being read yet. So, when you try to use it in your file, it says it's not defined. If you have time, go back to this homework and fix that. That way you will actually be able to use \$ in your code.
ucf0328-0329 (bootcampspot)	Please let us know if you need help with homework next time. We are here to help you.\n
ucf0328-0329 (bootcampspot)	Great job on your homework! Keep up the good work!
ucf0328-0329 (bootcampspot)	Good job on your homework! Keep up the great work!
ucf0328-0329 (bootcampspot)	Good use of Bootstrap and HTML comments! Try keeping your code spacing (via line breaks and indentation) consistent. Great commenting in your Javascript to keep code sections nice and neat! Fantastic use of nested functions! I'd like to see you take it a step further next time by ensuring users cannot add the same animal twice.
ucf0328-0329 (bootcampspot)	Your app looked great!... but I had to download it to get it to work. Your heroku link looked like it didn't look like it allowed jquery. The error message I saw said that you were requesting an insecure script on a secure connection. Basically what it's saying is that your heroku link is at https and the jquery CDN you were using was http.\n\nAside from that, your app worked great! Great job!!
ucf0328-0329 (bootcampspot)	Good use of Bootstrap but ensure that you one use one `container` div as it should be responsible for wrapping all of the content on the page. Good use of an object to contain application logic. Try to keep your code spacing consistent (via line breaks and indentation). Next time, I'd like to see you take it a step further by ensuring that users are not able to add the same button.
ucf0328-0329 (bootcampspot)	Great job with this Nigel! The only problem I ran into (and it may have been the internet since I'm grading this in class on Saturday) is around line 59&63. You were using `\$(this).data('animate')` & `\$(this).data('still')` which will work for the most part but I was running into problems when I added another super hero that it wouldn't trigger. As I said, it may be the internet but it seemed to work when I changed that to `\$(this).attr('src', \$(this).attr('data-animate'))` and `\$(this).attr('src', \$(this).attr('data-still'))` They both will work for the most part but if you run into an issue and one isn't working, try the other one. Either way, great job!

ucf0328-0329 (bootcampspot)	Awesome job! You were slightly off with the CSS Animation but it was a great attempt and I like that you tried it! The rest of the app works as designed! I wish I could help you with the CSS animation but alas, I'm far from a CSS expert. The JS was solid though!
ucf0328-0329 (bootcampspot)	Remember, please try to maintain 10 commits throughout the homework assignments. Good start to using Bootstrap but remember to include `row` and `col` [grid system
ucf0328-0329 (bootcampspot)	Great job with this, Pinar! I loved the way you organized your code and commented everything. It made it very easy to read! You're getting better and better each passing week! Keep it up! Only one issue that I found. I had to double click to get the image to animate. Upon looking at the code, I realized that you were setting most everything correctly, but you weren't setting the `data-state`. By adding a line at line 36 with `personImage.attr('data-state', 'still');` will set that data-state to still right when the images first load and then it works on one click. Either way, great job with this assignment! Keep up the great work!
ucf0328-0329 (bootcampspot)	Amazing as usual! Your code is extremely well organized and easy to read and your design skills are top notch. I don't have much feedback outside of praise! I also love the message and goal of a weekly homework assignment to be tied to the world wildlife fund. Keep up the great work!
ucf0328-0329 (bootcampspot)	Please try to have a minimum of 10 commits throughout your homework assignments. Good use of Bootstrap, although you shouldn't need `col-md-12` and `col-lg-12` if you have `col-sm-12` - and if you're going to use `container-fluid`, I'd consider switching them up per viewport size. Try to keep your code spacing consistent (via line breaks and indentation). Overall, good work but, I'd like to see you take this a step further next time by ensure that the user can not add two of the same animals.
ucf0328-0329 (bootcampspot)	Great job with this Robert! My only suggestion would be to have the gifs that you are displaying replace the ones currently in the div (by using `.html()` instead of `.append()`) that way it just shows the gifs of the marvel character you chose. Otherwise, great job!
ucf0328-0329 (bootcampspot)	Good use of Bootstrap but, I'd like to see more CSS usage rather than relying on the `background` attribute. `event.target` is nice but, I'd like you to get in the habit of using `this` instead. Also, good use of the Google Font API. Try to keep your code spacing consistent (via line breaks and indentation). Good use of comments to wrap sections. Make sure you're controlling which variables are in the global space. For example, the following will put `i` in the global space. <pre> for(i = 0; i < characters.length; i++){ // } </pre> Overall, good work but, I'd like to see you take it a step further next time by ensuring users are unable to add the same character.

ucf0328-0329 (bootcampspot)	<p>You did a great job of calling the giphy API and displaying the gifs on the page based on the buttons you provided. Unfortunately it doesn't seem to stop/start the gifs when clicked and it doesn't seem to work with talk show hosts that are added after the fact. For the first problem, it looks like you have the function in place to alternate between the two but you're not actually setting any of those data-attributes to the image. You need to set `data-state`, `data-still`, and `data-animate` for that to work. Also, keep in mind what Sean taught us a few classes ago. If you are adding elements to the page after the listener has been set (i.e. line 116) you have to put the listener on the body with another parameter added with the class... ultimately, changing your line 116 to this: <code>\$(document).on('click', '.Newname', function() {</code> will get it to work with new talk show hosts added.</p> <p>Also, it appears you have an entire bootstrap template underneath your assignment. Make sure you're starting from fresh pages and not copy/paste or altering old assignments because its easy to get lost.</p> <p>The important thing to take away here is you did API calls and parsed the information and that's very powerful! Great job!</p>
ucf0328-0329 (bootcampspot)	<p>Great use of another CSS framework and the Google Font API!! Extra credit for use of 'Burn Notice' (my favorite TV show).</p> <p>Make sure to check your syntax when assigning attributes. The following `id` is incorrect and should not have <code>`#`</code>: <code><div class=\\card-panel pink lighten-5" id=\\`#prettiness\\`></code> <code>`#`</code> is only used within CSS or Javascript to select a given HTML element.)</p> <p>I'm unable to view the animated versions of the images when clicking due to use of the <code>`.mp4`</code> rather than <code>`.gif`</code> alternative. Try to keep your code spacing consistent (via line breaks and indentation). Nice use of comments within your Javascript but, I'd like to see more (and yes, Carol is a genius).</p> <p>Overall, good work but, I'd like to see you take it a step further by ensuring users cannot add the same show twice."</p>
ucf0328-0329 (bootcampspot)	Good use of Bootstrap but, don't forget to use <code>`row`</code> of <code>`col`</code> [grid system]
ucf0328-0329 (bootcampspot)	Don't get in the habit of naming your Javascript files <code>`java.js`</code> as Java is separate language. Good inclusion of Bootstrap but don't forget to use <code>`row`</code> and <code>`col`</code> [grid system]
ucf0328-0329 (bootcampspot)	<p>Nice attempt at this! You were almost there! Just had a few issues:</p> <ul style="list-style-type: none"> * line 54 - you are calling <code>`queryURL`</code> but your variable is <code>`queryUrl`</code> which is why it's coming back undefined * line 60/69 - you are calling <code>`data`</code> but your returned value from giphy is <code>`response`</code> (as seen on line 54) * make sure you take a look at what response is exactly. If you console.log it, you will see that you get back an entire object. In that object there is an 'images' object, inside THAT object, there's all of the images you need. Make sure you are for-looping over that response to create the images using those sources.
ucf0328-0329 (bootcampspot)	Great job!
ucf0328-0329 (bootcampspot)	<p>Nice work! Design looks great and great job with the git commits. Remember to keep the git comments specific to what you did in regards to the commit.</p>
ucf0328-0329 (bootcampspot)	<p>You did a Great Job on this! Please commit to git more often. Try to have at least 10 well commented commits but the more the better. Also, I don't see the gif rating being displayed which was a requirement of the homework.</p>

ucf0328-0329 (bootcampspot)	Nice work! Please submit a link to your github repo with all homework along with the heroku link. Also, you don't need to add a reset.css if you are using bootstrap because bootstrap has it's own reset built in.
ucf0328-0329 (bootcampspot)	You did a great job on this homework. Your git commits and comments are right on point. There are 3 console errors but they all seem to be tied to the audio you tried to add. Make sure to clear all console errors before submitting if possible.
ucf0328-0329 (bootcampspot)	Good job, functionality is almost there. The Gifs should only play when clicked and stop when clicked again. \n\nLayout needs some styling work. Please commit more often. You have some console errors. Not clear what you wanted the last on click to do but its referencing a variable that doesn't exist. \n\nThere is also an empty "cartoons image" being added at the bottom. \n\nWhen you use bootstrap you don't need to also add a reset.css. Bootstrap has it's own reset built in.
ucf0328-0329 (bootcampspot)	This homework was a complete failure I started my code and erased it over 10 times even forgot to upload much to github. I am having a real hard time understanding AJAX currently trying to fix it.
rut0125-0126 (github issues)	Hey man nice job on the homework! I looked over your code and everything is clean and well documented. Great job!!
rut0125-0126 (github issues)	Hi Great nice job on the homework! I love Wes Anderson films!! I noticed you did not add a animate toggle feature...were you struggling with it?
rut0125-0126 (github issues)	Nice job on this HW dude! I don't have too much in terms of feedback because this was very well done.
rut0125-0126 (github issues)	Hey Analben, great job on the homework! I noticed that when you add a new animal button it doesn't pull up the gifs. After taking a closer look I noticed that the create new animal button function was a bit off.. you got the .push part right, but I don't fully understand why you used this code here:
rut0125-0126 (github issues)	I think I may have figured out why your code isn't working... I noticed that your code is exactly the same as Racquelles. I don't know if you guys worked on together, but since you guys are using the same API key there may be a conflict with the requests over the browser. I would sign in and get your own API key and see if that resolves the issue.
rut0125-0126 (github issues)	Good Start! Liked css work you did to get a box with the effects you have. However your timer is not implemented properly.
	Some suggestions: 1. You are using a `setTimeout(stopGame,100000);` function that will only run the `stopGame` fucntion after 100 seconds one time. For a timer that counts down so the user can view it, use a setInterval() and pass it a function that updates the timer every second.
rut0125-0126 (github issues)	Awesome job on the h/w! You nailed all the requirements of the assignment. I peaked under the hood and your code is well written and well commented. Overall great job!!

rut0125-0126 (github issues)	Hey Jorge nice job on the homework! Everything in your code looks good except you don't have any code for your add movie button. In attempting to make the add movie button I would simply start by using the JQuery push method to push the user value from the form into the movies array. After that you should have it fully functional.
rut0125-0126 (github issues)	Hey Matt, I just went over your homework and certain elements seem a bit off. I added an animal and no gifs loaded when I clicked on it. Then I tried adding another animal, but the previous animal was added again. Also I don't understand why you have the serach gif feature. I'd stay and help you after class tonight, however my brain is literally fried and I don't think I'd be much help. Can we talk tomorrow about it through slack during the afternoon?
rut0125-0126 (github issues)	Hey Walter, great job on the homework! I noticed that when I clicked on a new animal the old gifs wouldn't clear out. I would try running a .empty method on the div that is being populated with gifs before running the AJAX call. So that you have a clean slate each time you click on the button.
rut0125-0126 (github issues)	Hi Steven, great job on the homework! I'd make more comments but you did a great job. Everything works and I peaked under the hood and found that your code was readable and it was well commented , which made it much easier to read read.
rut0125-0126 (github issues)	Hey Zintis awesome job on the homework! After looking at a few of these many students took sort of the same approach to doing this homework, but your code shook things up because you found a way to use switch/case to finish the job. I find that intriguing, can you tell me more as to why you thought using switch/case would get the job done?
rut0125-0126 (github issues)	Nice job on the homework! You nailed all the features? Were you able to refactor it?
rut0125-0126 (github issues)	Hi Neena I noticed that you couldn't clear out the div each time you clicked a button. I even saw that you made a comment about it in your code. My suggestion would be to empty the div on click just before the AJAX call is being made.
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)	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)	Hey man, nice job on the homework. Just a couple of things that I noticed:
	- Our assets (css/javascript) should be in a separate assets folder.

	- Don't forget to put in a `reset.css`!
rut0125-0126 (github issues)	Hey Jerome, nice job on the homework! It works perfectly and I took at your code and found it to be well written and well documented.
rut0125-0126 (github issues)	Hi Mauricio nice job on the homework! You did very well! How was your experience going through this h/w? What would you say is your confidence level of using JQuery and JavaScript now?
rut0125-0126 (github issues)	Hey dude, nice job on the HW assignment, here are some of the things that I saw that could've been improved:
	- Let's see some styling! Remember, practice makes perfect. The gifs should've at least been styled into rows according to the example. Bootstrap rows will make this easy for us.
	- You imported bootstrap but didn't use it. As devs we don't want unnecessary libraries slowing our app down. Use it or lose it! (But use it for next time!)
	- While writing javascript on our html is valid, let's make sure we are keeping it in our `assets/javascript` folder. We <3 clean code :+1:
	- Make sure when submitting code, let's make sure to get rid of stray `console.log`s unless they are strict requirements.
rut0125-0126 (github issues)	Hey Lou awesome job on the homework! Gotta love Marvel! I noticed that your div doesn't clear out when I select a new super hero. I would try running the .empty() method on your div that populates with gifs before making the AJAX request so you have a clean slate every time.
rut0125-0126 (github issues)	Nice job on the homework!! I peaked under the hood and your code was readable and it was well commented.
rut0125-0126 (github issues)	Hey Nathan, nice job on the homework! Every worked perfectly! How do you feel about javaScript, JQuery, and APIs?
rut0125-0126 (github issues)	Nice job on the homework! It looks like everything works and I peaked under the hood and couldn't find too much to comment on..However after a looking at a few of these h/w submissions I noticed that you used three arrays to get the job done while other students only used one. That is a unique way of getting the job done, but hey, the job is done and it works perfectly! So it only goes to show there is a million ways to get the same solution when it comes to coding.
rut0125-0126 (github issues)	Hi Andrew, nice job on the homework! Everything worked perfectly and after looking at your code I found it to be clean and well written. It also helped that you made comments along the way.
rut0125-0126 (github issues)	Hey Jerome, nice job on the homework! It works perfectly and I took at your code and found it to be well written and well documented.

rut0125-0126 (github issues)	Hey Lou nice job on the homework! You nailed the assignment. I only have a few recommendations...I would go back and refactor your code you have a lot of unnecessary comments in there. And using <code>\$(document).on('click','music', musicGif);</code> is one way to execute what you are looking to do, but I think it would be cleaner to run <code>\$(document).ready(function({});</code> so everything runs as the page loads. I found the game to be a bit wonky and I think it run a bunch smoother if you go the document . ready way.
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