

CMSI 371-01

COMPUTER GRAPHICS

Spring 2016

Assignment 0329b Feedback

All caps are released with the outcomes in this assignment because a sufficient amount of functionality will have been reached here.

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*Notes while running (high-priority notes are marked with ***):*

- You're welcome for the parent-matrix-propagation fix :)
- Projection looks successful as well.
- The matrix test page runs successfully, with what looks like a decent number of tests.

Code review (refer to <http://lmucs.github.io/backing-guidelines/> for code-review abbreviations):

1. Gaaaa, even more tabs in your code, lurking in *Matrix.js* in addition to *shape.js*. (4c)
2. Good coverage in your matrix testing, and as mentioned we have started to put this to good use. (+4b)
3. One design flaw seen is that the prefab matrix functions, like the ones for translation, rotation, etc., are defined as prototype functions even though they all create new `Matrix` objects without involving the original matrix at all. As such, they don't really fit well as prototype functions. These can just be top-level functions of the `Matrix` object (equivalent to a static method in Java). Compare, for example: `new Matrix().translate(...)` vs. `Matrix.translate(...)`. Prototype functions should be reserved for computations that involve a particular object's data (e.g., `multiply`). (4b)
4. You appear to have forgotten the *vector.js* reference that remains in *matrixTest.html*. (4b)

2a — + ...Lucky you :)

2b — +

3a — +

3d — +

4a — +

4b — | ...Mainly the room for design improvement.

4c — / ...Yes, taaaaaaaaaaaaabs.

4d — + ...Especially asking me questions in class :)

4e — |

4f — | ...Same notes for 4e and 4f as in HW 0329a.