CSE340: My and Jay's Office Hours 4-8-2020 @ Zoom
- How we did it: My did breakout room w/ one student at a time (showing code) while Jay took notes + general questions + google doc shenanigans
- *Major Problem: Breakout Rooms, cannot be managed by co-hosts!!!! Can't turn on the chat!?*

Questions asked:
1. Do we **need to draw the blue line** as indicated on the spec for the final version of Part1?
    a. **No**, the diagonal lines are only to test for addLine
2. Should we handle **positive slope**?
    a. **No**, there is a post on Ed by Dr. Bricker that you can check
3. Everytime I run the animation → very choppy
    a. It's not going to affect how we grade you, don't worry about this :)
    b. Just means your emulator won't be able to show every single frame of the animation
4. Numbers used in code: **can't use magic numbers** for location?
    a. animDuration: don't need to worry about how long your Part 2 Animation lasts, remember that the parameter being passed into animation duration is already in ms
    b. Double check with Lauren: Are students allowed to hard code the coordinates? (not mentioned on the spec) → Part2
        i. ***Yes, students are allowed to, we won't dock points. Although we discourage using random numbers in general for code style***
    c. Note: Part1 already gives you the coordinates anyway
    d. TLDR; yes, hardcode is okay, do whatever you want in part 2 as long as it matches the requirements listed in the spec.
5. I put (0,0) inside my addImage() method in Part2, but it doesn't start on the top left → what should I put in addImage?
    a. Play around more with addImage, read the spec
6. Should I worry about **copyright** in my images for Part2?
    a. Jay's answer: ~~no, it is not on the spec,~~ yes it's on the spec but not too important :) (see the bottom of Part2) but I will double check with Lauren
    b. **"if you add and use an image that requires copyright, you may add the attribution in your source code** where you add the image to the screen. See the Application Content portion of our syllabus for more details."
7. ~~Questions about the bounding box (waiting for breakout room)~~
    a. ~~What happened in my code… part1~~
8. ~~addLine function not working properly (waiting for breakout room)~~
    a. Please debug with console.log first, or if you really want, S.O.P.
9. ***How do I set the _____ variable if I am drawing a horizontal line or diagonal line?***

To calculate top for a horizontal line: (startY - (lineWidth/2))

top -->

startY --> Your big fat line

a.

b. To calculate diagonal lines:

To calculate stuff for a diagonal line (assume left to right)

Width: need to account for the top left corner and bottom right corner (aka you should add lineWidth) after finding endX-startX

Height: same as width
Same logic for left and right

Remember that startX and startY are in the middle of the line

10. What are we doing for ==peer review? Download APK or just screen capture a video of our Part 2?==
   a. Peer grading will take place once everyone has turned in their assignments. **You will receive an email with links to three other students' .apk files** and a link to a form to fill out for each student you have been assigned to peer grade. You will load these files into the emulator via Android Studio or onto a physical phone, view and review their custom doodles for Part 2, then fill out the survey to give them your feedback.
   b. TLDR; No video.
11. **LineView** → what to do with ==width==?
   a. A funky method called .setStrokeWidth() → brush
12. Note to everyone: please account for when the line is going from bottom to top (your height and width should always be positive for the line to show up)