

## CSE340: My and Jay's Office Hours 4-8-2020

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**
  - 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. Alyssa Cote asked this question
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)
- 9. How do I set the \_\_\_\_\_ variable if I am drawing a horizontal line or diagonal line?**

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



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? 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)