

**CMSI 370-01**  
**INTERACTION DESIGN**  
Fall 2015

**Assignment 1211 Feedback—Direct Manipulation Widget**

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*Notes while running (asterisks indicate major observations):*

- OK, so based on the demo it looks like you have a resizer. That can work. However: (a) a ghost image appears—browser default?—and (b) the scaling is also affecting the image’s apparent location. (3a, 3b, 4a)
- Subsequent inspection shows that the image just happens to have a lot of whitespace on the left. This does not make it a good demo image, because it makes the plugin look like it isn’t working. (2b)
- Now, on to your front end, though your commit message pretty much says it all...I figured I’d try anyway. But true, no sign of the widget here. (3a, 3b, 4a)

*Code review (asterisks indicate major observations):*

1. \*\*\*\* Some tabs hanging around in both the JavaScript and HTML files. (4c)
2. \*\*\*\* So the code *looks* like a proper plugin invocation...except that you don’t have any elements whose class is thumbnail! Something’s not right... (3a, 4a)
3. Commented-out code—no no. (4c, 4e)
4. The definition of functions as first-class objects that are then assigned to variables or attributes is preferred, because that expresses the semantics of JavaScript functions more faithfully. (4b)
5. \*\*\*\* Oh no no no no. Look up “eval is evil.” I never showed you this; you *never* should use it. Especially because *this whole class has been about showing you how to manipulate web elements*. It’s as if you already forgot about the boxes code and jQuery. (4b)
6. \*\*\*\* It seems there is also a misunderstanding about how the plugin mechanism works. No, this is not reusable code. (3a, 4a, 4b)
7. \*\*\*\* Well, you at least loaded the plugin...*but why is it copied?* I told the class that I would run the web server *above* the directories so that you can use relative URLs, avoiding copied code. (4b)
8. Having now seen the plugin code, I can see why you had trouble. The missing link is knowing how a plugin gets applied to selected elements. The current plugin code is hardcoded to elements whose class is image. Instead, you should have used the *this* variable. Look up the jQuery plugin documentation. (4d)

2b — / ...You did get basic resizing functionality in, but missing even basic interaction design characteristics (e.g., feedback).

3a — / ...The notes above explain this.

3b — / ...Ditto.

4a — | ...You got *some* functionality. But that’s it.

4b — — ...The copied code, non-reusability, and misunderstanding of plugin invocation would have taken this to /. The use of eval is what drops this further down.

4c — / ...Commented-out code, more tabs, and spacing issues that were already pointed out in HW 1029.

4d — | ...I will guess that you did some research for this code; plugin lookup would have been good too.

4e — | ...Granularity could be better.

4f — +