Assignment 1204a Feedback

This feedback is effectively a code review; to keep it concise, notes are provided as a numbered list. Inline comments in your code illustrate an example of the numbered item (there may be more). Asterisks (*) denote high-priority issues. If any code review item is unclear or if the resulting proficiencies are not self-explanatory, please ask me.

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Updates based on 12/17/2014 commits:

1. Random box functionality is a cool idea, nicely done **:)** (*2b, 4a*) …*I missed this last time, but this is being bound to a hardcoded ID; no penalty here because this was extra, but in real dev you would have a TODO item on that to eventually make it configurable.*

2. ~~Deletion feedback could be better—some uncertainty when truly over the trash can~~ (*2b*) …*wow, you actually <u>changed the deletion mechanism</u>—in some circles that might be considered a cop-out* **;)** *But you're the designer, and this decision is yours to make…*

3. ~~Box creation breaks with more than one box: coordinates are getting confused~~ (*3a, 3b, 4a*)

4. Effective use of CSS animations (*2b, 4a*)

5. ~~Inappropriate/obsolete use of view-only tags in HTML~~ (*3a, 4b*) …*sorry to see that you just decided to remove it rather than transfer it to CSS. Understandable though given the circumstances.*

6. ~~Unnecessary use of inline styles in HTML~~ (*3a, 4b*)

7. ~~Lengthy HTML markup: one strategy for breaking these up is in between attributes, indenting for as long as the tag isn't complete yet~~ (*4c*) …*hmmm, another decision to delete rather than solve…it's OK, as mentioned above, understandable* **:)**

8. ~~Insert blank lines between distinct blocks of code~~ (*4c*)

9. ~~Awkward indentation choice; either keep this with the previous line, or indent everything within it one more level~~ (*4c*)

10. ~~This one depends on how you did the earlier block; if you are keeping things tighter, then I would attach this to the preceding closing parenthesis. If you broke the earlier block out and indented it, then I would do the same here.~~ (*4c*)

11. I won't harp on this too much because you do it consistently, but the reason we prefer to insert a space between `function` and its parameters is that, if this were a function *statement*, there *would* be a space between `function` and its name…thus, when there is no name, it is as if that were an empty string, and so the space still remains (*4c*)

12. Unnecessary hardcodes (*4b, 4c*) …*fixed for random placement, although that fix exacerbates the use of* `#drawing-area`*, which I missed last round. Anyway, that's a separate matter.*

13. ~~No var keyword, thus making it a top-level variable~~ (*4a, 4b*)

2b — **+**

3a — **/**   …*yay improvements all around, most of all the create bug fix* (**+**)

3b — **/**   …*same cause for celebration here* (**+**)

4a — **/** …Yeah, these are all mostly from the buggy create.   …*and here* (**+**)

4b — **/** …The MVC "leakage" is what makes this spill from a **|** (for the other stuff) to a **/**.   …*no more* (**+**)

4c — **|**   …*definitely good cleanup here, despite our disagreement with* `function` *declarations* (**+**)

CMSI 370-01
INTERACTION DESIGN
Fall 2014

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4d — | …*you definitely got the information you needed to fix the issues* (**+**)

4e — **+**

4f — **+**