## CMSI 370-01

## INTERACTION DESIGN

Fall 2014

## 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.

## Rachel Rivera

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- 1. Random box functionality is a cool idea, nicely done :) (2b, 4a)
- 2. Deletion feedback could be better—some uncertainty when truly over the trash can (2b)
- 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)
- 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 (4*c*)
- 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 (I would have kept it with the previous line) ( $4\epsilon$ )
- 10. This one I would definitely keep with the previous line; like this, it looks like an entirely new statement, which it isn't really because it chains from the previous function call (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)
- 13. No var keyword, thus making it a top-level variable (4a, 4b)

