Introduction to Programming II Project Log

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| **Project title:** | Drawing app |
| **Topic:** | 9: Testing for stability |
| **What progress have you made this topic?** | |
| Tested my program for bugs, especially areas with input.  I tested upper bounds, lower bounds, invalid characters  Debugged my own program. | |
| **What problems have you faced and were you able to solve them?** | |
| 1. alternate mode of rectangle tool unable to expand towards top right and bottom left due to lack of conditionals to control drawing.   I did a draft to help myself visualise what would be needed in the if-conditionals:  Diagram  Description automatically generated  From  To:  Text  Description automatically generated   1. enhancement idea: The rendered square only scales horizontally to mouse placement (red dot in image below represents end cursor placement).   Shape, square  Description automatically generated  The accuracy can be improved easily by making use of the Pythagoras’ theorem (d = ), and making the square scale in both directions to the length of the square based on the diagonal distance of the mouse from the start point.  Shape, rectangle, square  Description automatically generatedA screenshot of a computer  Description automatically generated with medium confidence  This method also makes the code cleaner and easier for a human to read. I thought it would make the program move slower because there are more calculations, but it is just as smooth as the previous method.   1. Scissors tool is continuously cutting and the selection squares become part of the image, which is unintended.   A picture containing funnel chart  Description automatically generated  I had simply forgotten to remove the code for scissors tool from sketch.js when I was following the video.   1. Issue: My selection tool could only work if you selected an area starting from the top-left.     get() was unable to get any images, so the only possible cause was an error in the perimeters (there were no error messages in the logs). I added abs() to some parts since it seemed that get() required the width to be positive to work. (couldn’t find confirmation online about this).   * Issue: trying to detect which mouse button a colour swatch was clicked by, but the first click always results in mouseButton = 0 even though mousePressed() proves that there was a mouse press. 0 is the result of no mouse clicks detected.     Replacing mousePressed() with mouseClicked(), the first mouseButton = ‘left’ as intended. However, mouseClicked() cannot detect RMB. | |
| **What are you planning to do over the next few weeks?** | |
| Work on the extra extension and clean up code as much as possible, have someone try out the program and see what I missed. | |
| **Are you on target to successfully complete your project? If you aren’t on target, how will you address the issue?** | |
| I can’t find people who are willing to test out my program for me so I have to do my best to find and fix issues as much as I can. | |