Assignment 1029 (due 1103) Feedback

Note that, as a condition for the due date extension, you were still expected to commit something by 1029. This will factor into your *4f* proficiency.

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Notes while running (asterisks indicate major observations):

- *** Overall interface impression: decent use of Bootstrap functionality (well, except for the way the buttons are laid out), but the top-level layout comes across as just a "laundry list" of API calls. A little too utilitarian, especially for a *game* API! (*3a*)

- The random champion functionality is cute, but why display just the name? You have more information available on them (`active`, `freeToPlay`, etc.)—as a matrix of booleans, that would have been fun to lay out, not to mention informative from a practical level. (*3a*, *4a*)

- *** The *Search Summoner Rank by Name* has a usability flaw: the requirement of having a region specified is not communicated nor handled well. (*3a*, *4a*)

- Already mentioned in the first bullet, but bears repeating: the naive "vertical stacking" of the buttons and controls should have been laid out better. Have you ever seen a professional interface that looks like that? The issue is exacerbated when a region has been selected, because this sometimes makes the dropdown even narrower. (*3a*)

- Implementation of the region dropdowns is appreciated, but has a distracting behavior of scrolling the page back to the top whenever a choice is made. Had you looked through the Bootstrap documentation more, you would have noticed a `select` element whose functionality is actually a better match for the region dropdown than a converted Bootstrap button. (the League of Legends API documentation in *https://developer.riotgames.com/api/methods* uses this very control, including for its *region* input—you should have used *Inspect Element* on it!) (*3a*, *4d*)

- The summoner match stats is a somewhat lost opportunity—so much great information there, and you just chose to display it with plain text. Some layout would have been nice, like a "fight card" almost. Items could have been displayed as a list/inventory. Numeric stats might have been nice to display as a table or even (if you looked up how) graphically. Would *you* want to use an interface which displays data very plainly, especially when the data types have a lot more display potential? (*3a*, *4a*, *4d*)

- The core idea of *Get Currently Free to Play Champion* is not bad, but short of the filtering, it displays the same information as *Get Random Champion*. I checked the LoL API and they've got so much more information there…I wish you would have mixed it up more. (*3a*)

- Same commentary for *Check Riot Server Status*…functionally there, but disappointingly low on design. Plus, I just realized, the region selected need not have been a dropdown—with a little lookup and elbow grease, that would have been interesting as a map or at least a radio button grid. (*3a*, *4a*, *4d*)

Code review:

1. You indented with spaces on HTML, but not JavaScript. (*4c*)

2. Don't allow lines to get excessively long. A good maximum line length these days is 120 characters. Get your editor to help you here; many of them let you set such a limit. (*4c*)

3. You were not expected to know this, so this does not hurt your proficiencies: notice how your region dropdown appears a few times. This makes it a prime candidate for a plugin. That way, if you want to

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    revise how your region dropdown works (e.g., like with the suggestions listed above), you would then need to make the change in only one place. (*4b*)

4. Oops, slight indentation hiccup here. (*4c*)

5. *** There is almost never a justifiable reason to have a variable name with a number after it (e.g., `result2`). Give it something more descriptive, especially here where things are nested. For example, on line 27 I think `champion` or `championData` would have been appropriate. (*4c*)

6. This is the beginning of what many refer to as "callback hell"—multiple texted network requests and inline response-handling functions. You can alleviate this somewhat by breaking out the callbacks into named functions of their own. Note also that breaking up into functions completely invalidates the choice of having variables/parameters with numbers in their names. (*4a*, *4b*, *4c*)

7. At first I thought you were choosing to omit semicolons, but then the rest of your code uses them, so I realize now that this was an oversight and not an intentional choice. Be consistent; pick one way or the other and stick with it. (*4c*)

8. Notice here that you have multiple calls to the same jQuery object. When you see this pattern, you can use *currying* to make the code more compact, for example: (*4c*, *4d*)

```
$("#summoner-region:first-child")
    .text($(this).text())
    .val($(this).text());
```

9. You're using the same expression, consisting of array/property dereferences, multiple times (for example, 7 times in lines 70 to 77). Put that expression in a variable; it improves performance and makes your code DRY-er and more readable. (*4b*, *4c*)

10. Oops, you spaced this function definition inconsistently. (the earlier form is better, with the space before the parenthesis) (*4c*)

11. Space before brace please. (*4c*)

12. Take advantage of truthiness in JavaScript—no need to explicitly compare to `true`! And, if you *did* need to compare it to a value, use `===` and not `==`. (*4a*, *4c*)

3a — **/** …You can do way better in terms of both *interaction* and *design*.

3b — **+**

4a — **|** …Pure functionality is decent, with occasional missed implementation choices (see notes above).

4b — **|** …Same as *4a*: nothing super egregious, but a few points of improvement.

4c — **/** …The tabs alone would have done this! Beyond that, this is like *4a* and *4b*; see the notes above.

4d — **|** …Part of the idea behind this assignment (including the "warm-up" with the previous one) was to give you practice with reading a library's documentation (in this case *getbootstrap.com*) then leveraging that information to layout a web app front end. I think you could have done better with that here.

4e — Files were placed under a different directory than requested (I moved them for you). Meanwhile the commit pacing and messages themselves are chosen very well. (**+**)

4f — Started before 1029, submitted on time. (**+**)