

CMSI 370-01

INTERACTION DESIGN

Fall 2014

Assignment I030 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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1. Character (and other) IDs are typically for internal use only and are generally not visible to the user (*no particular outcome—just a usage note*)
2. Why wasn't form-control applied to the gender select element? (3a, 4d)
3. Misplaced modal-footer element in the about, delete, and item spawning dialogs (3a, 4a, 4d)
4. Sledgehammer approach to updating the user interface upon character create, edit, or delete (3b, 4a)
5. Incorrect indentation (4c)
6. Missing title (was it really *that* hard to stick something in there?) (4a)
7. Tabs in the source code (4c)
8. Non-descriptive names (typically copy-paste holdovers) (4c)
9. Unjustifiable inline CSS in HTML (4b)
10. Duplicate HTML element ID (4a, 4c)
11. Inappropriate/excessive spacing (4c)
12. Unbalanced HTML element tag (i.e., missing start or missing end) (4a)
13. Naming convention: HTML IDs/classes are typically not camel case nor start with an uppercase letter (4c)
14. Misplaced HTML element (4a)
15. Repeated markup that might be worth consolidating—create-vs.-edit views are virtually the same except that one creates something new while the other creates something pre-existing...might be better to use the same markup and have JavaScript set create-vs.-edit behavior (3a, 4b)
16. Inadequate spacing: space before braces; space after most punctuation (commas, semicolons, colons, etc.); separate function arguments; etc. (4c)
17. Superfluous empty string concatenation (4a, 4c)
18. Potential consolidation into a list + iterator function (4b)
19. Misplaced assignment of `document.ready` callback (3b, 4a)

3a — |

3b — |

4a — | ...Application-level functionality is OK, but many code-level technical/semantic/syntactic glitches.

4b — |

4c — — ...Remember, *indentation and spacing must reflect the structure of your code—ALWAYS.*

4d — |

4e — | ...Messages need to be more descriptive—i.e., verb phrases like “Remove duplicated code”

4f — +