

# 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.

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#### Updates based on 12/15/2014 commits:

1. ~~Tab in the source code (yes, even if just one, I will hunt you down and find you :)) (4c)~~
2. Inconsistent spacing (4c) *...much better, but stragglers remain (that's why you want to make a habit of this, not something that you fix later after you've been called on it)*
3. Suboptimal spacing (4c) *...same situation: improved but with leftovers*
4. ~~Incorrect indentation (4c)~~ *...this one, at least, looks mostly caught*
5. Assignment where equality is likely intended (4a) *...still there*
6. Bad line breaking (sometimes too much; sometimes too little) (4c) *...still there, especially at the elses*
7. When drawing multiple boxes, one of them might get "lost" (3a, 3b, 4a)
8. Unnecessary hardcode (4b, 4c) *...and your fix is to take out the code??? Code like this will not always be expendable, so get in the habit of doing it right.*
9. Decent feedback for drawing and deletion (2b)
10. **(new)** Delete condition does not include out-of-bounds *above* and *to the left* of the drawing area (4a)
11. **(new)** When creating a box with just a tap, you get a tiny dot that you can't move/delete (2b, 4a)

2b — +

3a — / *...no change*

3b — | *...no change*

4a — / (although only two "offenses," both are pretty big) *...no change; actually a notch worse due to 10 and 11*

4b — | *...no change*

4c — - *...better enough for a one-level nudge; leftover issues can't justify going higher still (I)*

(my recommendation to you is to pick up/find a style guide and read it over the break)

4d — | *...no change*

4e — +

4f — +