CMSI 371-01
COMPUTER GRAPHICS
Spring 2013

Assignment 0129 Feedback

Because this assignment covers a beginner-level exercise in representing, modeling, and creating visual information digitally, outcome *1a* tops out at **|**. Later, more advanced assignments will allow this outcome to expand to the maximum **+**.

Andrew Kowalczyk

1a — Your canvas pictures show a solid ability to represent, model, and create visual information in terms of pixels and geometric primitives at a beginning, fundamental level. The proficiency will increase accordingly as long as you show continued advancement. (**|**)

4a — Your code is largely correct and functional. You do have some hiccups in terms of JavaScript convention and style—I suggest that you send your code to JSLint to see where you can make your code more "JavaScript-y." To name a few: (1) put all of your variable declarations at the beginning of a function, under a single var statement and separated by commas—this includes variables in loops, or used in limited scope (reason being that this matches JavaScript's variable declaration semantics better); (2) favor += 1 or -= 1 over ++ and --; (3) favor === and !== over == and !=. You also don't take advantage of JavaScript's truthiness and falsiness as much as you could; this can make your code more compact.

You also had a latent visual glitch in your polka dot program, which you didn't happen to catch because you were using the one browser which didn't manifest that glitch **:)** Which browser is buggy and which browser is standards-compliant? I'm not actually sure; this might be worth looking up (FWIW this did not drag down the proficiency because it's more of a "browser compatibility" thing, but it is still useful to be aware of such issues). (**|**)

4b — Not many concerns to separate here, but you still do it well. (**+**)

4c — Your code has decent readability, especially with your well-placed comments. One major area of improvement is the way you format if statements—see my inline comments for details. Assorted inline comments point out a few other things here and there. (**|**)

4d — The final pictures lead me to believe that you made good use of available resources to create the images that you wanted to create. (**+**)

4e — Your commits were all done *en masse*, and thus do not accurately reflect your actual units of work. Better to make your commit pattern more closely reflect the way you phased things. Your messages are decently descriptive though, and will be even better once you commit at better stages. (**|**)

4f — Submitted on time, with some simple file management done later. (**+**)