My own experience by Georgy Khomchenko

Providers: Khoi Pham, Siddharth Singh

Changes made:

I would try to step away from critiquing code provided to me (it was explained in depth in code critique file) and would dive into code changes I had to make. I started from figuring out how their View is drawing animation at the lowest level. It turned out that Panel that is responsible for drawing was taking model and then asking model to perform animation at a specific tick and then provide shapes to be drawn. That approach with absolutely different from what I had, since my model precomputed all shapes to drawn at a construction stage and then recomputed them if changes by user were made. My first step was “create ModelAdapter implementing their Model interface and containing my model as field”. The main goal of that adapter would be to handle these calls from drawing Panel, but instead of doing any sort of animation computation it would extract shapes to be drawn from what my model (field in the adapter) already precomputed. For example, drawing Panel would ask model to animate some specific motion at time 10, my adapter on that call would check which shape this motion affects and then will pick modified copy of that shape from frame at index 9 (which corresponds to tick 10). Another relatively complicated adaptation I had to make, is to add EditView adapter which would essentially contain provided edit view and has parsing behavior for those commands that require additional parameters from the user. These were the main change had to be made to actually let provided view draw shapes using data from my model and respond to different “edit command”, the rest was a relatively straightforward adaptation of motion interface, shape interface etc.

Based on relatively light code modification explained above, I think I did a good job in preparing my model to possible adaptation since it was ready to provide anything needed for drawing in a different way, the only thing that would be left is to adapt what my model has to what is needed.

What I would do differently:

* I would have tried to come up with something similar to key frames a bit earlier since it makes code way cleaner even while still operating with motions.
* I liked the idea of extending visual view to make it editable view. I used composition, and it cause a lot of swing related problems when I tried to add buttons.
* Only if had partner for my last homework, I would attempt to fix tests that were broken because of some code modifications, but I had to spent all of my time to make program work and then to write two reviews
* I believe my call back between editView and controller were a bit overcomplicated since I tried to hide my controller under another “EditListener” interface and it caused a lot of confusion from my clients. My providers simply passed the controller to the EditView as an actionListener and I would do something similar.

In my feelings:

I really enjoyed this last assignment since it made me think of my own work from a different point of view and, to be honest, I felt proud at some moments of how my model is flexible in terms of working with a completely new view. Of course, drop of my partner made this experience way more intensive for me and I had to drop things like fixing test in a sake of make my program work and write good and comprehensive reviews. I hope the fact that I completed on of the most complicated assignments absolutely alone would result in a more loyal grading.

To sum up, thanks TA team, thanks Prof. Lerner, I had a lot of fun