

**CMSI 370-01**  
**INTERACTION DESIGN**  
Fall 2012

## **Assignment I I20 Feedback**

**Andrew Won & Haley Young**

*1e* — The main affordance decisions you had to make here involve resizing and deletion, and in general you did pretty well. Your investment in figuring out cursor updating works out fine, and the feedback provided when dragging a box outside the drawing area is clear (though a little on the verbal side—note Norman’s comment on how a door that needs a sign does not get its affordances right). (+)

*3a* — You definitely advanced your user interface knowledge quite well with this assignment, this time in the area of how direct manipulation interfaces are constructed. (+)

*3b* — Your work shows further advancement in event-driven programming, specifically with regard to handling a rapid succession of events, typical of the direct manipulation interaction style. (+)

*3c* — Your understanding of MVC is clearly demonstrated in this assignment. (+)

*3d* — You are fairly successful in breaking down high-level user actions into lower-level events. You didn’t quite get the resize logic down (it’s simpler than it seems, but it does involve thinking through all 8 cases in a systematic manner), but that is the sole major glitch. Resizing past the drawing area is a minor issue as well, but not as big a deal as the resizing logic. (|)

*4a* — Your code largely works, except for the resize logic. Further, it can be made less repetitive, even with the multiple *if* conditions: repeated computations and logic conditions can be stored in variables, for instance. Also, as odd as this might sound, a *data structure* approach will be quite helpful with your resize logic. Talk to me if you’re interested in this. (|)

*4b* — Your code demonstrates proper separation of concerns. (+)

*4c* — Your code is fairly readable and easy to understand. Comments provide appropriate annotations, and spacing is generally OK (though not perfect). I put some comments in your code to show where readability can be improved. Consolidating some repetitions will improve readability, as well as the aforementioned “data structure” approach. (|)

*4d* — Your work generally shows good resource use, including known questions sent my way :) (+)

*4e* — Your commit pattern shows excellent phasing, distribution of labor, and messages. (+)

*4f* — Submitted on time. (+)