## CMSI 370-01

## INTERACTION DESIGN

Fall 2014

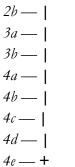
## Assignment 1204a Feedback

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.

## Jackson Souza

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- 1. Published, but not viewable (external technical issue so does not count)
- 2. Inappropriate assumption—note in setDrawingArea that we can actually accept *any* jQuery collection of elements for conversion into a "drawing area." Thus this variable is tantamount to a hardcode… a different approach will need to be taken here for full reusability. (3a, 4a, 4b)
- 3. Inconsistent or inappropriate spacing (4i)
- 4. This variable acts as a template and is therefore effectively a constant—ideally its name should be all caps to indicate that role (4i)
- 5. Inconsistent indentation: The way the attributes are presented, they are indented one level past where the variable *name* starts. Thus, the closing delimiters should be aligned with the *name* and not the var keyword. (4c)
- 6. Better done as a class rather than a direct attribute—this way, if you decide to change the appearance of the element, you just edit the CSS file without touching the JavaScript (3a, 4a, 4b)
- 7. And so notice here also that if you follow #6, then *this* line would be more semantic, checking to see if the box has the class that marks it for deletion...what you have here is very fragile, to have a piece of program logic relying on how something *looks* (3a, 4a, 4b)
- 8. Use of == rather than === (4a)
- 9. No touches cleanup—if the endDrag is called because a box *creation* operation has concluded, you don't have any code that cleans up that box from your touches data structure...that's a memory leak (4a)
- 10. Function statement rather than variable declaration—you've already wrapped this code inside a function with its own local variables, so why not declare it as a local variable at the top? (4i)
- 11. Opportunity for consolidation: this entire function can be rewritten as a single return statement with a conditional expression (4b, 4c)
- 12. Once a box is marked for deletion, this cannot be undone even if the box is returned within bounds (2b, 4a)



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