

CMSI 371-01

COMPUTER GRAPHICS

Spring 2016

Assignment 0329a Feedback

This is the last assignment where *3a* tops out at | as we head toward the full expected functionality of your library code. Meanwhile, *3d* also stays at | until we get sufficient functionality in our shaders.

Joseph Barbosa

jbarbosa1 / josephb.eshs@gmail.com

*Notes while running (high-priority notes are marked with ***):*

- Three shapes noted, though we can't tell from running whether the child/group functionality is working. We'll have to look at the code for that.
- No shape-related test suite seen.

Code review (refer to <http://lmucs.github.io/hacking-guidelines/> for code-review abbreviations):

1. *** Tabs are lurking in at least one of your JavaScript files! (*4c*)
2. Nice variety of polygon mesh code seen. (+*1b*, +*3a*)
3. Child/group code is indeed present, and appears to be working. Just not tested. (+*1c*, *3a*, +*3d*, *4a*, *4b*)
4. Although *babysitter* is a cute function name, it makes the code harder to understand because its name does not say what the function does; it violates the rule "Clarity is better than cleverness." (*4b*, *4c*)

1b — +

1c — +

3a (max |) — / ...We be coming down hard for lack of a unit test suite.

3d (max |) — |

4a — / ...Missing tests eventually translate into functional regressions...

4b — / ...They also prevent refactoring or redesigning with confidence. Plus, *babysitter*.

4c — / ...Tabs and *babysitter*...I never thought I'd put those two words on the same phrase...

4d — |

4e — / ...Commit frequency is too low for the amount of work involved. Messages are OK at least.

4f — | ...Enough work done by the due date, but not *started* until the *original* due date.