

# 5 responses

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## Summary

### Your Name:

Jacob Whitten

Denis Elizarov

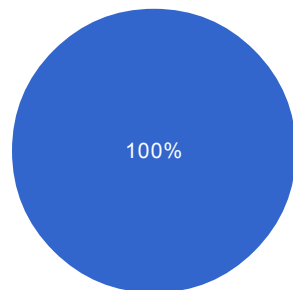
Erin Gunn

Alan Pilic

Drake Wempe

### James Halvorsen

### Should the assignment receive credit?



Yes, it should receive credit.	5	100%
No, It should not receive credit	0	0%

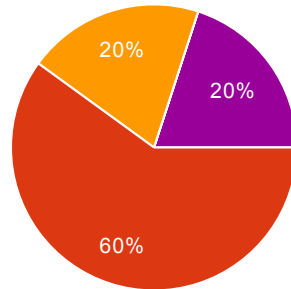
### Awesomeness

Yes!?!?!?!?



Yes!?!?!?! 1 100%

On a scale from 1 to 5 please rate the look and feel of the app



1	0	0%
2	3	60%
3	1	20%
4	0	0%
5	1	20%

### Praise for submitter

Map loads the points.

I'm not sure what to say, it followed the design specifications.

The map loads and has points.

The application runs smoothly. Simple and clean design.

It has locations on the map, when clicked they show the name of a restaurant. Clicking the my location button works.

### Suggestions and Criticism

Shows "getMyLocation unsupported" toast on startup. Try using `LocationManager.requestSingleUpdate()` instead (it seems to take a split second for location services to kick in, so it doesn't always work during `onCreate`). Also would suggest the Google Places API for dynamically placing markers, which your comments suggested interest in (e.g. <https://maps.googleapis.com/maps/api/place/nearbysearch/json?location=0,0&radius=1000&types=restaurant&key=Alza...>).

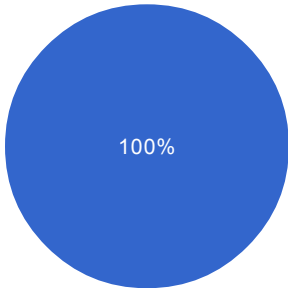
The map has no spinner so I don't inherently know the locations of the markers. It cannot draw paths between two markers, also in that regard has no clear path button. Lastly you do not create brand new markers when clicking on empty marker spots on the map. Didn't meet a lot of the constraints, but map still loads and has some Markers.

No Spinner

No spinner, no lines, no new markers, no clear button.

Bryan Holdt

Should the assignment receive credit?



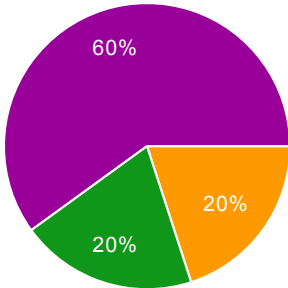
Yes, it should receive credit.	5	100%
No, It should not receive credit	0	0%

Awesomeness



Yes!?!?!?	1	100%
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On a scale from 1 to 5 please rate the look and feel of the app



1	0	0%
2	0	0%
3	1	20%
4	1	20%
5	3	60%

## Praise for submitter

Nice interface met all constraints

Everything implemented, everything works.

Runs smoothly, clean look, good layout. The buttons/animations are a nice touch.

Has all of the constraints met as were defined in the week 5 assignment pdf. Spinner works fine, as does markers and points. Great job.

Followed design specifications....this was a pretty closed in project so you couldn't spread out much from the assignment.

## Suggestions and Criticism

Spinner zooms out pretty far when centering on the marker, this makes it hard to tell exactly what marker it was moving to.

Map gets completely reset on device rotation.

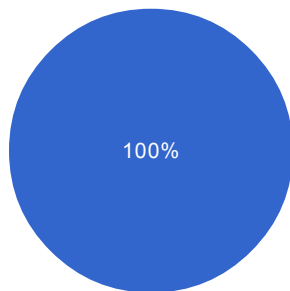
Map is reset when selecting new place.

Everything works as expected great job! Maybe implement Dijkstras first path algorithm to see what the fastest route to grab a beer is and the most cost effective when getting some lunch.

Maybe when you select a Bar on the spinner for it to open the marker's info window.

## Matthew Lam

### Should the assignment receive credit?

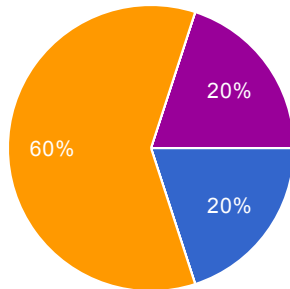


Yes, it should receive credit.	<b>5</b>	100%
No, It should not receive credit	<b>0</b>	0%

## Awesomeness



## On a scale from 1 to 5 please rate the look and feel of the app



1	1	20%
2	0	0%
3	3	60%
4	0	0%
5	1	20%

## Praise for submitter

Everything works from spinner to clear paths and creating paths. Adding markers and most of the constraints are there.

Nice UI. Marking new points and drawing paths works great. App runs well with no outstanding problems. And good taste in restaurants!

COULD NOT GRADE : got an error trying to build. Not sure if this is within the project or Android Studio or what. This happened with a few people, so this should probably not affect their grade.

UI was nice. And paths worked.

It looked good, easy to use, that's important.

## Suggestions and Criticism

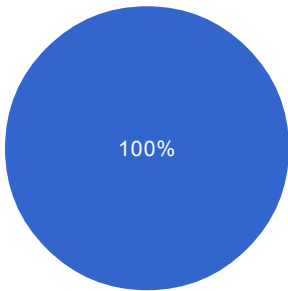
Calls `setUpMap()` before places are added to the places List, so no markers get added to the map even though the code for it is there. Resets on rotation. Could use some more places to select. Clear button takes up a lot of extra space, maybe move to the same line as the spinner?

Implement 7 more markers as one of the constraints says implement 10-20 static markers but this app only has 3 from the start. Asides from that good job.

Implement the minimum amount of markers.

Charles Schuy

Should the assignment receive credit?



Yes, it should receive credit.	5	100%
No, It should not receive credit	0	0%

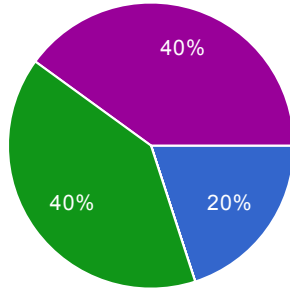
Awesomeness



Yes!?!?!?! 1	100%
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On a scale from 1 to 5 please rate the look and feel of the app

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3	0	0%
4	2	40%
5	2	40%



id.

paths, has met all constraints.

COULD NOT GRADE : got an error trying to build. Not sure if this is within the project or Android Studio or what. This happened with a few people, so this should probably not affect their grade.

All constraints met!

### Suggestions and Criticism

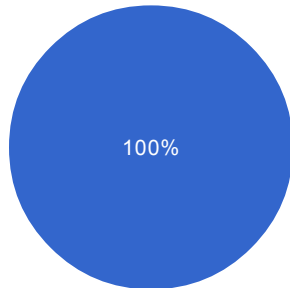
Resets completely on rotation. Could use a way to remove markers. Spinner overlaps with compass.

None, good job!

none as of now.

### Ryan Amundson

#### Should the assignment receive credit?



Yes, it should receive credit.	<b>5</b>	100%
No, It should not receive credit	<b>0</b>	0%

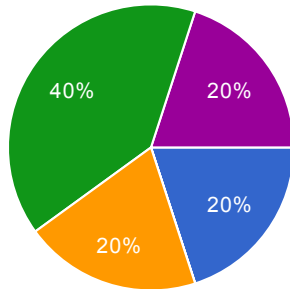
### Awesomeness

Yes!?!?!?!?



Yes!?!?!?! 1 100%

### On a scale from 1 to 5 please rate the look and feel of the app



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### Praise for submitter

Works well, good use of additional elements on top of the map UI. Nice choice of map content I love parks, I like you how you have that theatre thrown in there for added variety.

Great design for some reason the button layout on the button makes more sense. Everything works as expected all constraints have been met. Spinner, paths, clear paths, etc...

All constraints were met!

It worked well, easy UI... there isn't much leeway in this project to change stuff, I liked it, it worked.

COULD NOT GRADE : got an error trying to build. Not sure if this is within the project or Android Studio or what. This happened with a few people, so this should probably not affect their grade.

### Suggestions and Criticism

Nothing I found in my limited use.

None of the titles for the markers show up. This can be fixed by having onMarkerClick() return false (otherwise it consumes the event). Resets on device rotation. Would be nice to have a way to clear added markers as well.

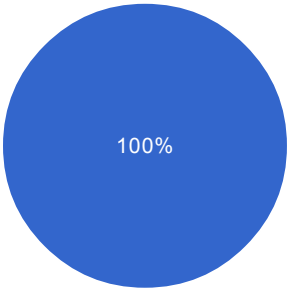
There is nothing wrong with the program. Maybe implement a path algorithm that calculates the least amount of energy it takes



to walk from the west coast to the east coast?

Daniel Gonzales

Should the assignment receive credit?



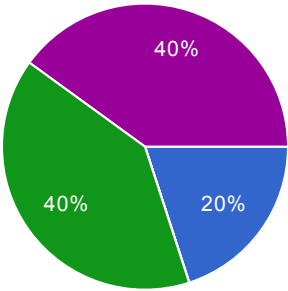
Yes, it should receive credit.	5	100%
No, It should not receive credit	0	0%

Awesomeness



Yes!?!?!?	1	100%
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On a scale from 1 to 5 please rate the look and feel of the app



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## Praise for submitter

App runs smoothly. Good design having the clear button remove additional markers as well. Nice layout, the bar at the bottom does not take away much screen space from the map yet still is very accessible.

Everything works as expected. Has all constraints met. Spinner works, clicking on map creates marker, has clear path button, clicking two or more points creates paths, etc.. Overall well done.

COULD NOT GRADE : got an error trying to build. Not sure if this is within the project or Android Studio or what. This happened with a few people, so this should probably not affect their grade.

Runs quickly with no slowdowns.

Fit specifications and worked well....not much else to say.

## Suggestions and Criticism

Camera position resets on device rotation. Thought it was kinda odd that in the code each location was declared as an individual variable rather than as an array that could be iterated over.

Create a shortest path algorithm that measures the best bus route to take to get the most effective beer in Bellingham and other areas!

Path wasn't fastest route.

## Number of daily responses

