

**CMSI 370-01**  
**INTERACTION DESIGN**  
Fall 2015

**Assignment 12 | Feedback—Direct Manipulation Application**

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*Notes while running (asterisks indicate major observations):*

- Ooooh circles with colors. Fancy :) (+2b)
- And the finger feedback is a little more striking. (+2b)
- All other function points check out: device motion, flicking, bouncing. +(3a, 3b, 4a)
- Let's look at the code!

*Code review (asterisks indicate major observations):*

1. Yay, no tabs :) (+4c)
2. Come on, you can think of better class names than that! (4c)
3. Why is the prefix "pot"? (4c)
4. \*\*\* You have three magic numbers in this function: 713, -0.981, and 0.0333. You should assign them to variables so that they have meaningful names. Take the time to figure out what they represent, and name them that. It will make your code easier to customize later on, too. (4b, 4c)
5. You're not using this code. Chuck it. (4c)
6. You can combine these event handlers. Just change the find selector to "div.box, div.circleBase". (3a, 3b, 4b)

2b — +

3a — +

3b — +

4a — +

4b — | ...The magic numbers are definitely a habit to break (or is it better to say that naming your magic numbers is definitely a habit to *form*?).

4c — + ...There are issues, certainly, but sufficiently minor.

4d — +

4e — | ...Descriptive messages, but granularity can be better.

4f — +