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.

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

- Neat! Looks like a next-generation Death Star or Starkiller Base…
- Shape unit test suite also spotted, and run without issues.

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

1. Child/group functionality spotted, noted, and demonstrated. Looks well-taken care of. +(*1c*, *3a*, *3b*)
2. Library of shapes look good, funky names notwithstanding. +(*1b*, *3a*)
3. Yes and about those names…I kind of got them, and of course you get them too, but note the Unix philosophy rule "Clarity is better than cleverness." If you turned this into a publicly available library, would you use the exact same names? `g_ready` sticks out particularly, though `pointy` is in there too (is that a pyramid, a cone, or a magic wand?). Not that we can't have fun, but it is more important to be clear and consistent. (*4c*)
4. Unit tests look good. Can use more coverage, but what is there should be fine. +(*4a*, *4b*)
5. The `blanky` object is a good idea. Typically called the "null object pattern." (+*4b*)

1b — +

1c — +

3a (max |) — |

3d (max |) — |

4a — +

4b — +

4c — | …Just a reminder about the names.

4d — +

4e — | …Still on the lower-frequency side, but sufficient this time, but now the messages need work. Say what you did, avoiding commentary. Offenders this round: "time to get crack-a-lackin," "working hard over here," "home stretch. wish me luck," "slow and steady wins the race, or so I've heard."

4f — + …Sufficient work done around the due date.