

CMSI 370-01

INTERACTION DESIGN

Fall 2014

Assignment I030 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.

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1. Some “dead spots” in the character list for displaying individual views (3a, 3b, 4a)
2. Character editing edits the wrong character(s) [problem with acquiring IDs to edit] (3a, 4a)
3. Typo in character modification dialog (3a, 4a)
4. Sledgehammer update when spawning a random character (3b, 4a)
5. Awkward spawned item UI—should go to dialog right away (3a, 4a)
6. [good thing] Nice highlighting in the help section (3a, 4a)
7. Non-descriptive names (most looking like copy-paste holdovers) (4c)
8. Inconsistent spacing or delimiters—pick a convention and stick to it (4c)
9. Incorrect indentation or dangling tag—hard to tell which (4a or 4c)
10. Similar markup that might be worth consolidating—create-vs.-edit views are virtually the same except that one creates something new while the other creates something pre-existing...might be better to use the same markup and have JavaScript set create-vs.-edit behavior (3a, 4b)
11. Duplicate ID (4a)
12. Unequivocal incorrect indentation (4c)
13. Separate distinct blocks of code with a blank line (4c)
14. Tabs in the source code (4c)
15. Inadequate spacing: space before braces; space after most punctuation (commas, semicolons, colons, etc.); separate function arguments; etc. (4c)
16. Technically incorrect indentation, but forgivable/understandable for this first level (4c)
17. Use truthiness and falsiness where possible (4a, 4c)
18. Potential consolidation: collapse repetitive statements into an iteration (not necessarily a negative because the design might not always call for it; more a point for future consideration) (4b)
19. Same jQuery operation on multiple elements: consider collapsing the selector (4a, 4c)
20. Multiple jQuery function calls on the same selection: chain them (4a, 4c)
21. jQuery css, attr, prop, and data can set more than one value in the same call (4a, 4c)
22. Iterator function can be used here instead of a for loop (4a, 4c)
23. Use += 1 instead of ++ (4a)
24. Use conditional expressions for if statements whose branches differ only by value (4b, 4c)
25. Deja vu! Consolidate repeated code into functions (4b, 4c)
26. Place else clause on the same line as closing if } (4c)

3a — +

3b — +

4a — +

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4b — |

4c — |

4d — +

4e — +

4f — + ...Something committed on time, with extensive work done later.