

# 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. Incomplete published version (*rpg*, \* only; some functions don't work, like Add) (4a)
2. Non-descriptive names (most looking like copy-paste holdovers) (4c)
3. Duplicate IDs (there's a reason they're called *id*)...the browser may forgive you, but when you start using them, things will eventually misbehave, so don't do it from the get-go (4b)
4. Inconsistent indent size (4c)
5. Inadequate spacing: space before braces; space after most punctuation (commas, semicolons, colons, etc.); separate function arguments; etc. (4c)
6. Unnecessary comment blocks (4c, 4e)
7. Use of HTML to accomplish something that is CSS's job (3a, 4b)
8. Unnecessary duplication of code (4b)
9. Incorrect markup (4a)
10. 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)
11. Question: Why is a copy of the character object being created here? The only apparent difference is the changing of `classType` to `class`. (4b)
12. Repeated function calls that result in the same object—consider evaluating the expression just once and storing in a variable (4b)
13. JavaScript truthiness/falsiness not leveraged. (4c)
14. Use of a symbol before it is declared: sometimes this is safe because usage is in a function that is not called until after all variables are declared and language has late binding semantics; still, not a good habit to form (4a)
15. \*\*\*Race condition: don't update the UI until your service call actually returns! (3b, 4a)
16. Don't collapse one-statement blocks (`for`, `while`, `if`) into one line (4c)
17. Very similar-looking repeated code—consider collapsing into a function (4b)
18. Unused variable (4b, 4c)

3a — +

3b — |

4a — |

4b — |

4c — /

4d — +

4e — +

4f — +