

CMSI 371-01

COMPUTER GRAPHICS

Spring 2015

Assignment 0129 Feedback

Outcomes that ultimately cover both 2D and 3D max out at | for now because we are dealing only in 2D. They will expand to their full potential with the 3D course work.

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1. Be more consistent with spacing: always have a space before {s, after commas, and after semicolons; except in a function call, put spaces before and after parentheses. (4c)
2. In JavaScript, += 1 is preferred over ++ (see Toal/Dionisio JavaScript textbook). (4b)
3. You compute `radius / 3` four times (yes, four) in this function—enough so that it may be worthwhile to store it in a variable. Not just to save on calculation time, but also to give this value a meaningful name. (4b, 4c)
4. It is advisable to break out `if` statements even if their clauses are just one-liners. Look up the GotoFail bug (<https://www.imperialviolet.org/2014/02/22/applebug.html>) to see how not doing this once led to a serious OS X security flaw. (4b)

1a — +

2a (max |) — |

3a (max |) — |

4a — +

4b — / ...This is mainly that single one-line `if` statement. It really is a big deal, as you might see from the GotoFail bug.

4c — | ...Overall your code is pretty readable, but the formatting inconsistencies are frequent enough to stick out. Check whether your editor has an auto-format feature, set it to the indentation/spacing conventions that I have described, then use it. A little investment in time now will save you lots of time later.

4d — +

4e — +

4f — +

Updated feedback for commits up to 2015-02-03 (subsequent commits are seen to be part of the next assignment):

Overall issues were actually pretty minor, with straightforward fixes. Please see inline notes on GitHub for additional details and feedback based on your revisions.

4b — + ...You fixed not only the potential GotoFail bug, but the other smaller issues.

4c — + ...Code looks much better overall; now you need to make this second-nature.