

CMSI 370-01
INTERACTION DESIGN
Fall 2012

Assignment I | 20 Feedback

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1e — I am under the impression that you were very focused on getting the raw resizing functionality right that you did not have the time to make some interaction design decisions for the modified page—things like cursor changes, resize handles, and other visible elements. These are necessary elements of the direct manipulation interaction style, and they demonstrate how well you understand the concept of affordances. For the moment, then, we will leave this unevaluated. (O)

3a — The resize functionality that you were able to implement certainly shows some advancement in your knowledge of how user interfaces are constructed, but still misses out with regard to implementing dynamic, visible feedback, and then of course the box deletion functionality as well. So there are some further things yet to be demonstrated here. (/)

3b — Similarly to *3a*, your resize functionality shows some advancement in event-driven programming, but this is only a portion of the assignment scope. The requested tasks need to be completed in order to improve upon this learning outcome. (/)

3c — You are maintaining the MVC separation of concerns within the code quite well. (+)

3d — As with *3a* and *3b*, you showed partial success in breaking down a high-level user action across multiple lower-level events with your resize implementation, but more functionality should be completed. Further, the actual implementation that *is* there behaves incorrectly whenever the mouse drag crosses original rectangle boundaries. Make sure your tracking code makes adjustments as appropriate when the mouse crosses a box boundary. (yes, it does require handling of separate cases; but your current code is already structured that way, so it is a matter of getting your head around what the correct offset and size should be for each case, for each border crossed [horizontal and vertical]) (/)

4a — Aside from the bug already mentioned, the code that is there looks fairly functional. You are logging aggressively, which is good to do when you are puzzling out constantly changing numbers. You need to consider each case carefully, and steadily think through the resize behavior for each. Plus of course you still need to implement visual feedback and box deletion. (|)

4b — Your code continues to maintain good MVC separation. (+)

4c — *This* area needs *serious* improvement. Your indentation and spacing display a lot of inconsistencies that seriously detract from code readability. It cannot be said that this is a time issue either—as *you code*, you should be able to space things correctly; no matter what, the structure of your code is self-evident anyway. Writing code in this manner will relieve you of the burden of reformatting the code later—because you simply wouldn't have to do that! (/)

4d — It looks like you made some good headway with resize functionality, but just ran out of time. Manage your time a little better and don't hesitate to ask me if you get stuck. (|)

4e — A single commit will not cut it. The message is OK, but even this resize code is sufficiently substantial that you *must* have worked on it in slightly more phases. For all you know, being more conscious of the stages in your work will make it more manageable. (/)

4f — Something submitted on time, but incomplete. (/)