

**CMSI 370-01**  
**INTERACTION DESIGN**  
Fall 2012

## **Assignment I | 20 Feedback**

**Lisa Rosenbaum**

*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. (/)

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(updated feedback based on commits up to 12/22/2012; only reevaluated outcomes are included)

*1e* — Your updated version continues to lack any visual indicator or affordance that signals the ability to re-size boxes nor to delete them (although I know that this latter functionality was not implemented, you might have started by showing some indicator that this would eventually be possible)—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. As such, we will leave this unevaluated, and derive this proficiency from other work that involves this outcome. (O)

*3a* — The resize functionality is nearly complete, and certainly shows some advancement in user interface construction knowledge. The choice to “lock” resizing such that a box cannot be resized passed the opposite corner of the resize is acceptable, and would be completely fine if not for some lingering boundary issues (e.g., resizing from any corner other than the lower-right still has some glitches when taking the mouse past the opposite corner’s boundaries). The beginnings of deletion functionality are noted, but remain quite incomplete, so despite the improvement in resizing, this proficiency must remain the same. (/)

*3b* — Same as *3a*, your resize functionality shows improvement, but because the deletion functionality is still missing, this proficiency cannot be justifiably raised. (/)

*3d* — The aforementioned cross-boundary resizing issue remains for all but the lower-right corner and deletion remains unfinished, so this proficiency must remain the same as before. (/)

*4a* — For the functionality that is there, the code is fairly well-written and -structured. There are a few general programming issues, indicated in comments inline, but other than that things are generally OK. It would not be fair to put this over the top, though, due to the missing deletion functionality. (I)

*4c* — Your code indentation and readability seems to be slightly improved, but this may be due solely to the cleanup of prior console log statements. Your code still shows quite a bit of inconsistency with regard to spacing and indentation, but does appear to be sufficiently better to merit an increase in proficiency. (I)

*4d* — Time appears to be your primary hindrance with regard to finishing off the requested functionality in the assignment. In future courses, please do not hesitate to ask for help when you get stuck. (I)

*4e* — No significant improvement in version control use is seen. Even the second-to-last commit, which is the last one with significant revisions, merely says “added to boxes.js,” when in reality the primary change there is the removal of (presumably no-longer-needed) console logging statements. This should have been the content of your commit message. (/)