

CMSI 370-01
INTERACTION DESIGN
Fall 2013

Assignment 1114 Feedback

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3a — Your code shows some degree of additional knowledge on how user interfaces are constructed. HTML and CSS manipulation are good, but you miss out on some finer JavaScript points. (|)

3b — Your touch event handling works for box deletion, but still has a major bug in box creation: creating more than one box “interferes” with each other. This issue is very easy to fix, but requires an alert eye—see the inline comment. (|)

3c — Your code demonstrates good adherence to MVC. (+)

3d — You have successfully broken down one of the assigned high-level actions, box deletion, into appropriate lower-level touch events. Box creation has the right overall structure, but does not get concurrent creation right, as mentioned. (|)

4a — Your code is functional for box deletion and almost for box creation (the aforementioned concurrent-creation-boxes-interfere-with-each-other bug). It isn’t a whole lot of work, but its correct execution will say a lot about your understanding of this implementation. (|)

4b — Your code is mostly separated well, including MVC. A major hiccup in proper separation is the hard-coding of `#drawing-area` as the selector for the drawing area. Note that this is not how we determine the incoming `jQueryElements` in `setDrawingArea`. What if the developer wants more than one “drawing area” on his or her page?

In addition, you omit `var` a lot. This has the consequence of creating variables at the top-level scope, cluttering up your namespace. (/)

4c — Your code is largely readable with mostly descriptive names. Comments are minimal but generally not needed; a knowledgeable reader would be able to get around OK. There are minor inconsistencies in indentation and spacing; see the inline comments. (+)

4d — Your work shows good use of available resources, both in class and outside. (+)

4e — Your commit frequency and time spread for the commits (about two person-days!) are a little on the short side for an assignment of this scale, though not horrible either. Your commit messages are pretty descriptive though. (|)

4f — Mostly submitted on time with one late-breaking but big bug fix. (|)