CMSI 370-01

INTERACTION DESIGN

Fall 2015

Assignment 1211 Feedback—Direct Manipulation Application

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Notes while running (asterisks indicate major observations):

- Gravity is in the opposite direction? (*4a*)
- Random box generation is a nice addition. (+*4a*)
- Otherwise, all other function points check out: device motion, flicking, bouncing. +(*3a*, *3b*, *4a*)
- Now let's see about that code…

Code review (asterisks indicate major observations):

1. Gah, some tab stragglers got past you in *boxes-touch.html*. (*4c*)
2. Yes, good move, name all constant values. +(*4b*, *4c*)
3. Strictly speaking, yes, even the `3` can be named: `RANDOM_BOX_COUNT` or something. (*4b*, *4c*)
4. Unless adjacent to same-sided parentheses, have a space before and after braces. (*4c*)
5. Space after `for` (and most other reserved words) please. (*4c*)
6. Keep your code lines within a finite maximum; 120 characters max per line is typical these days. (*4c*)
7. Surround binary operators with spaces for readability. (*4c*)
8. One helpful rule with code spacing is to "space like you're being proofread"—i.e., unless syntactically meaningful, apply whitespace the way you would to natural language content. That means adding space with most punctuation. There are exceptions, but this is a nice starting point. (*4c*)
9. For function definitions, place a space between `function` and the argument parenthetical. Think of it as a function statement, but without the name in between…there's still a space there, right? (*4c*)
10. *** An `else` clause is still in the same statement as the preceding `if`, so don't break them up. (*4c*)
11. Recommendation: add a blank line between major blocks of code. (*4c*)

2b — +

3a — +

3b — +

4a — +

4b — +

4c — / …In the end, this boils down to frequency. More code, more glitches—you should really try to get into this habit. It speaks to your attention to detail. One day, it will *really* count.

4d — +

4e — +

4f — +