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WDMD 302

Rhetorical Analysis

I surprisingly had a lot of fun with this assignment even though everything didn’t go perfectly for me. There were plenty of late nights and long hours spent grinding away on this project. In this analysis I will talk about my Kuler palette choice, my thumb menu choice, the descriptions I used for each trip, and lastly my choice in OOP design pattern that includes some of the struggles I had with this project.

When I chose my color palette, I wanted one that was calm, cool, and soothing in order to reflect the type of vacation people want. I believe people take vacations to get away from the stress and chaos that is everyday life. I read online that green and blue are the most relaxing colors. They make us feel calm, balanced, and less emotional which is what people want to get out of a vacation. I searched through Kuler’s popular palettes and found once close to what I was looking for. I modified one or 2 of the colors in a small manner and created a palette which contains the colors #2C694A, #9E9C7C, #55665E, #2C3E4C, and #232433. I really enjoyed this palette and how they combined to make a very calm, cool, and soothing travel widget.

Next, I will talk about my thumb menu choice and the reason I designed it the way I did. When you start up my app you are presented with a menu of four choices pertaining to each season. This is actually a drop down menu quite similar to the dropdown taskbar on the Android operating system. This menu can be accessed at any time during the application allowing the user to change seasons at any point in time. I went with a main menu like this because it is very easy to use and simple. Something I dislike about many applications and technologies today is their lack of simplicity. After you choose a season, you are presented with the top three travel destinations allowing you to click on any one you like. When you click on a travel destination you are presented with all the information you need about it including the top comment. You can chose to quick switch to the other trips within the same season simplifying that. I believe I designed my widget in a way that is simple, user friendly, and effective at quick navigation.

Moving on, I will now talk about the descriptions I used for each trip. Because I have only been to one of these destinations, I didn’t know how great they are as vacation spots without searching online. With that said, I decided to go to professional travel sites to get the description they used. I feel that they did a great job describing the many reasons for vacationing at each location.

Lastly, I will explain my choice in OOP design pattern. I decided to go with the Model View Controller design pattern for the main application. MVC made a lot of sense for this project when I finally understood how it worked and how I could implement it. I used the model to load and parse the XML for each season that I was in. The model then created data objects of each season, trip array, and comment array. I made the controller my main document class because it initialized everything and listened for state changes from the view to change the state of the model. I used the view to control the overall display of all the different views I had. The view displayed what was needed based on what state my application was in and what view I was in. The only thing I really had trouble with was using the observer pattern to implement an instant poll. I spent quite a few hours trying to understand how they would work together but ended up implementing my own instant poll not using the observer pattern.

I really enjoyed this project because it forced me to understand design patterns and how to organize my code using them even though it was a challenge. I still need to study them more before I understand them in full however; I look forward to using them in our projects to come.