**Stephen Freiberg assessment of Stephen Freiberg**

**Summary assessment from user’s perspective**

The ease of use for the user is good here. The site mirrors the user interactions from popular sites like Reddit and Digg, and the user is familiar with the semantics of Post, Comment, Upvote/Downvote. The interface is not excessively pretty (not too many rounded corners on those divs…), but the desired functionality is present. The fact that the user can acquire karma may serve to create a dedicated user base.

**Summary assessment from developer’s perspective**

The most challenging and interesting design problem for this project was the asynchronous update. Asynch update was achieved through short polling of the server (8 seconds) to get the new list of comments, posts, users, etc. For ease of implementation, the entire table was returned to the client rather than just the new or updated data. While this presents a long-term stress on the server, for such a small reference implementation a more sophisticated update strategy was not required.

**Most and least successful decisions**

Most successful design decision was the object model, which clarified the relationships between posts, comments, and votes on each item. This allowed for an easy implementation that was clear both through the code and through the object relationships. The least successful decision was the short polling, which has the potential to DDOS the server and is not sustainable for the future.

**Analysis of design faults in terms of design principles**

While the code is extensible and modular, it is not scalable. While this is a problem that is not present yet, it would present more of an issue with growth. Not only would having more users be a problem, but also the steady growth of a post, comment, and vote library.

**Priorities for improvement**

First priority is to change the short polling update mechanism to an algorithm more robust against large numbers of users. Some type of server push would be much more sustainable. Next priority is the user interface and the user experience, which are severely limited by the basic html and css currently present.

**Stephen Freiberg assessment of Joe Henke**

**Summary assessment from user’s perspective**

The user is presented with a flashy interface that is responsive to updates and visually appealing. It’s really pretty ☺. All desired functionality is present, from creating questions to viewing comments, creating comments, and editing posts. One question that quickly arises is: how does the user get his questions answered? Since only the top 10 most recent posts are shown, it seems likely that questions might fall through the cracks and never be seen.

**Summary assessment from developer’s perspective**

It is not clear how or if the question homepage is dynamically updated. When multiple accounts are viewing the homepage and one adds a new question, the other account’s view does not update. There is also no remote request made as visible through Chrome’s developer tools. Is there no asynch update?

**Most and least successful decisions**

The top 10 design was a great decision. This allows the page to be displayed and refreshed without handling large numbers of pages, and prevents hanging when the questions are reordered onscreen.

**Analysis of design faults in terms of design principles**

In the future it may be difficult for the browser to rerender large numbers of comments and questions with animations, but this scalability issue is not a factor yet and may not ever be if the pages are limited to 10 items each.

**Priorities for improvement**

First priority would be the update issue, and then the problem of users’ questions being squashed (becoming invisible under load). The UI is great right now, so no updates are needed there.