Introduction to Programming II Project Log

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| **Project title:** | Draw-app-master-V2 |
| **Topic:** | Topic 10 Testing with users (cont.) |
| **What progress have you made this topic?** | |
| Tested around the function and found some bugs and issues, I have been fixed them in this week. and also, made some changes in the UI and css to make it looks better.  Added Bucket Tool. Added alert box when clearing. | |
| **What problems have you faced and were you able to solve them?** | |
| When implementing the bucket fill tool, I found that the flood-fill algorithm is particularly slow when filling large areas, and remember in the video mentioned an array checked but not use it, I use the checked array to store those already check point, so the program will skip the point if it’s already been checked, this increase the performance significantly.  I found mouseIsPressed event called twice every time, this makes some out of range error, I guess it is because the loop is called very fast, like many times each second, the mouse button is not released across loops, so I changed to use the mouseClicked function, that doing very well and no out of range error anymore. | |
| **What are you planning to do over the next few weeks?** | |
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| **Are you on target to successfully complete your project? If you aren’t on target, how will you address the issue?** | |
| Yes | |