

CMSI 370-01

INTERACTION DESIGN

Fall 2014

Assignment I204a Feedback

This feedback is effectively a code review; to keep it concise, notes are provided as a numbered list. Inline comments in your code illustrate an example of the numbered item (there may be more). Asterisks (*) denote high-priority issues. If any code review item is unclear or if the resulting proficiencies are not self-explanatory, please ask me.

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Updates based on 12/15/2014 commits:

1. ~~Tab in the source code (yes, even if just one, *I will hunt you down and find you :)*) (4c)~~
2. ~~Blank line(s) recommended between autonomous blocks of code (4c)~~
3. ~~Inconsistent/suboptimal spacing (4c) ...and if I missed anything, Merry Christmas :)~~
4. Inappropriate assumption—note in `setDrawingArea` that we can actually accept *any* jQuery collection of elements for conversion into a “drawing area.” Thus this jQuery expression is tantamount to a `hardcode`...a different approach will need to be taken here for full reusability. (3a, 4a, 4b)
5. I see what you’re trying here, but in touch I don’t think the ~~hover and focus pseudo-classes will work (2a, 3a, 4a)~~
6. ~~This variable acts as a constant—ideally its name should be all caps to indicate that role (4c)~~
7. ~~Uncredited code copy detected—I can tell that you did this in good faith because you strove to improve upon the original source (though not all parts of it), but there’s still enough substance there that the source deserves a shout out (4d)~~

2b — +

3a — | ...Yeah that `hardcode` is pretty major, so can’t nudge this in good conscience (|)

3b — +

4a — | ...Functionally though it is an edge case (well, not edge-edge maybe but special nonetheless), so (+)

4b — | ...Back we are to internal design, so we’re stuck (|)

4c — | ...But your code presentation isn’t (+)

4d — / ...On behalf of Ed, I thank you (plus the other fixes helped) (+)

4e — +

4f — +