

# Task 1 - Drawing Surface - Feedback Report

Prepared by William Reid  
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## 1 Program Driver (2 marks)

Layout is nice, correctly calls and creates the Draw object - **2/2**

## 2 Setting up a JFrame (12 marks)

Layout is very good, use of defaultSetup() function is a great way to save yourself some replicated code. I am also glad this functions is provate - well done. Correctly sets all required properties - **12/12**

### 2.1 Adding to the Driver (4 marks)

Correctly instantiates the DrawFrame object with no unnecessary code - **4/4**

## 3 Setting up a JPanel (8 marks)

Similar use of defaultSetup function is very good. All properties set correctly - **8/8**

### 3.1 Adding your Panel to the Frame (4 marks)

Correctly adds the JPanel to the JFrame's content pane. Consider other ways in which objects can be added to the JFrame instead of directly adding to the content pane - **4/4**

### 3.2 Adding a line to your JPanel (6 marks)

Adding of line uses minimal code - very good approach. Extending to use the 2D graphics library to draw a thicker line is very impressive. Demonstrated understanding by changing coordinates of line - **6/6**

## 4 Checking your Code (9 marks)

*\*Note: For each file - 1 mark each goes to comments, layout/structure and conforming to the function/variable naming standards.*

*Draw.java* - missing comment blocks above the constructor and main. Even if a function just has one line - it still needs a comment block. Layout and naming conforms to the standard - **2/3**.

*DrawFrame.java* & *DrawPanel.java* - The use of the “Description” tag in the function comments is not standard - please remove this. File description comments go above the class definition (after the import statements). Layout and naming conforms to the standard - **4/6**.

## 5 General Feedback

**Total Mark: 42/45**

You have done very well. I have helped you a lot in this task (and this is fine), fortunately the next task has a lot of great online resources. For task 2, questions considered trivial I may choose not to answer or you may be directed to online tutorials. This is such that you are able to better your own learning - I will still be here if you get really stuck.

You need to learn to comment as you go. Adding in ALL the comments at program completion is bad practice. Similarly you need to commit your work to GIT more often - I don't want to keep having to remind you. Every 30 minutes that you work on the code and every time you are ready to stop you **MUST** commit your work, even if it doesn't work or you haven't done very much.