Assignment 1114
OK, back to the code gang. This time themed around the direct manipulation interaction style, of course.

Outcomes
This assignment will affect your proficiency measures for outcomes 3a–3d and 4a–4f.

Background Reading
Textbook reading is centered on the direct manipulation interaction style, which would be Shneiderman/Plaisant Chapter 5.
For the programming assignments, the most helpful additional material outside of the web and the bazaar code will be the case studies in Chapter 9 of the JavaScript textbook. These case studies demonstrate lower-level event handling with some direct manipulation elements.

For Submission
Direct Manipulation Exercise
This exercise gives you some firsthand experience in implementing direct manipulation. To do this, you will need ready access to a device with a multi-touch web browser. If you have your own device, then great; if not, we can arrange for you to check one out from the Keck lab.
Modify the boxes-touch bazaar code so that it supports creation and deletion, allowing for more than one action at a time (one per finger). You should, of course, preserve the box-moving functionality that is already present in the web page. For deletion, provide visual feedback that a box will be deleted when the user’s finger is lifted.

How to Turn it In
Commit a copy of your modified code under direct-manipulation in your private 370 GitHub repository (i.e., don’t make the changes in place and issue a pull request), and upload your work to my.cs.lmu.edu so that it is available under the path ~username/cmsi370/direct-manipulation.