Course Assignment

AW-18 PROGRAMMING FOUNDATIONS 2

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http://physnix.com/ProgramingFoundations/MA2/Course_assignment.html

Brief

This document includes my report on the course assignment as well as a reflection over the tools I used, decisions that I made, technical reports, possible flaws and/ or improvements that I might've missed, not had time to do, or wish I had done differently.

THE TASK

The task was simply to create a JavaScript code that mimics a media player, which is exactly what I did. When I read the assignment, I was rather unsure if I was meant to actually create a media player, or just a function that simply logged out when a button was pressed. So, I went with the second option, I hope that I did not misunderstand the task at hand.

PLANNING STAGE

I'll be honest, after these couple of months I've noticed that one of my biggest flaws would be the planning stage of every project. I sit down, think about the task at hand for a couple minutes, sometimes I'll sit down read the task and just think about it for a couple days. Then I jump straight into coding. Even though I know this is a bad habit. So, I need to work more on this crucial aspect of the development process.

GENERAL REFLECTION

For this task specifically, I read the assignment in the beginning of the week and only spent 1 day completing the code. Which makes me wonder, did I misunderstand the task? When reading the task, I immediately though that this looked more like a lesson assignment than a course assignment assigned to 40 hours of work-load.

I created the code by simply using a function that retrieved the button selection on the HTML code, then I declared 3 variables to fetch the choice, then I used console.log(button + "text here") to actually output the choice. This was the most logical way to complete this step that I could think of. Other ways I could've done it would've been by creating 3 different functions

that fetched the selection and then simply assigning console.log("button was pressed"). But I decided to go with the other way to display that I can create on function and have it do more than one thing. Which also uses the principal of "less code is better".

I think personally, since I did this task as quickly as I did, that I could've spent more time and made it more advanced, and maybe actually implemented the audio.play function for JavaScript. However, I was told in my last assignment to just keep it simple, so I decided that this time I would simply just do exactly as I was tasked with.

This is something I generally don't like to do, I always try to show all the knowledge I have and pack as much as I can into my code, which is what I did with my semester project. However, I've concluded that this is not always the best way to display knowledge. Especially after hearing the statement "Less code is better".

The code I created for this assignment to me, seems all too simple and boring, I would really like to challenge myself by adding in a volume slider, timeline for an audio file, and a podcast library.