# WDD 330 Personal Development

This document will be used in your final course assessment.

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## **Course Outcomes**

The following are the course outcomes of WDD 330:

1. Become more efficient at applying your innate curiosity and creativity.
2. Become more dexterous at exploring your environment.
3. Become a person who enjoys helping and learning from others.
4. Use a divide and conquer approach to design solutions for programming problems.
5. Finding and troubleshooting bugs you and others will have in the code you write.
6. Developing and debugging HTML, CSS, and JavaScript programs that use medium complexity web technologies.

To complete this course, you need to demonstrate your skill in these areas. Outcomes #1-5 demonstrate your personal development and are most easily shown through self-assessment and sharing experiences. Outcome #6 demonstrates your programming skill and is shown through code and experience in projects.

## **Personal Development Outcomes**

For each of the personal development outcomes you need to rate your development according to the following scale:

|  |  |  |
| --- | --- | --- |
| **Rating** | **Title** | **Description** |
| 1 | Unsatisfactory | You have not made progress in this area. |
| 2 | Developing | You made some progress in this area but fell short of expectations. |
| 3 | Proficient | You are progressing nicely in this area and meet expectations. |
| 4 | Mastery | You have made significant progress in your development in this area and have gone above and beyond what most students would do. |

For each course outcome, you include your rating of your development and list examples of times that you demonstrated this principle.

The following is an example of what is expected:

|  |  |  |  |
| --- | --- | --- | --- |
| **Outcome** | **Rating (1-4)** | **Week in**  **the course** | **Description of Example** |
| Become a person who enjoys helping and learning from others. | *3* | *Week 01* | *I was the first person on my team to figure out how to use all the technology we would need for the project. I took the time to meet one-on-one with two of my teammates to help them get everything set up.* |
| *Week 04* | *At the end of our first project, one of my teammates was really having a hard time figuring out how he could contribute to our project. My natural instinct in this case would have been to get the problem done on my own, but instead, I worked together with my teammate to get him started and then I followed up with him afterward to make sure he was able to get his task done.*  *This definitely took more of my time, but I was really glad to see his spirits lifted as he made progress.* |
|  |  |

In the following table:

1. Add your self-assessment rating for each outcome.
2. List several examples of places you personally demonstrated your skill in each outcome.

*Feel free to add more rows to this table if needed.*

| **Outcome** | **Rating (1-4)** | **Week #** | **Description of Example** |
| --- | --- | --- | --- |
| Become more efficient at applying your innate curiosity and creativity. | 3 | Week 1 | while creativity isnt present yet in the assignments, I ahve already been thinking through some UX items lacking in what the site as it sits today. For example, the cart can now add items but they cannot be removed. I think it will be nice to add that function |
|  | 3 | Week 2 | I was exploring the product details and copyright. I find how people describe products or anything in the UI interesting. |
|  | 2 | Week 3 | I really just got through the code and while I thought of ways to make it better for UX I did not have time to implement anything |
|  | 3 | Week 4 | This week I was not very creative with the checkout page thought I did complete the stretch portion of the team assignment byt I was more creativ in my task for the newsletter on the home page. |
|  | 4 | Week 5 | being this fianl project is mine I wanted to do something based on a personal thing I like so I decided to make my subject about harry potter. |
|  | 4 | Week 6 | These animations have really let me make this site more magical. I am no only working with icon movement but making actual wands and coldron bubbles |
| **Outcome** | **Rating (1-4)** | **Week #** | **Description of Example** |
| Become more dexterous at exploring your environment | 4 | Week 1 | with any initial code that is already created, like full apps or features I pick up form a team, I will often do a high level review of the code, try to understand core functions and expectations from the code anything I question I might notate a comment for clarification or review. |
|  | 4 | Week 2 | I covered many files this week. outside of the team and individual code I completed 3 tasks |
|  | 2 | Week 3 | this week we were all pretty jammed with time so we did just do what we could |
|  | 3 | Week 4 | I feel like by this point I know the code layout and set up pretty well I was able to quickly determine what code was needed to be updated as well as where I could make my code changes without much thought |
|  | 3 | Week 5 | I think as I have set up the files I was excited about the outcome. I ran into an issue with one of the APIs form Rapid api and had to come up with an alternative to getting the data so making an alternative solution was nice |
|  | 3 | Week 6 | This has been one of the funnest projects I have created I took a subject I liked and really tried to bring it to life. I have really liked the way I set up my directories I feel like even though I have many files, I am easily navigating where I need to go and what needs updates where. |
| **Outcome** | **Rating (1-4)** | **Week #** | **Description of Example** |
| Become a person who enjoys helping and learning from others. | 3 | Week 1 | The team is pretty well set up and I have been actively reaching out to Dylan as we have both been offering assistance. |
|  | 4 | Week 2 | I thought the team needed to finish all the backlog items in Trello. because we are only a3 person team, I picked up 3 tasks in addition to the individual activity and I did not realize I completed the team activity.  So I was the driver this week and walked through my changes to talk through what I did and what problems were solved. I made documentation and shared it to them:   [https://alkaline-airship-451.notion.site/Week-2-Team-meeting-Walk-through-1b477e3286d3809797b1de4fcdb0dade?pvs=74](https://www.notion.so/Week-2-Team-meeting-Walk-through-1b477e3286d3809797b1de4fcdb0dade?pvs=21) |
|  | 4 | Week 3 | I feel like this week we were all really overwhelmed but we have been communicating well and talking through stuff as a group in teams. being a smaller of 3 its been hard but we are communicating well |
|  | 3 | Week 4 | This week Dylan focused on the base portion of the team assign,enmt since I was the driver the previous 3 weeks, but he was not able to get to the stretch assignment portion so I cleaned up the code and was able to do the stretch portion |
|  | 3 | Week 5 | The team chats were removed due to a glitch with the system, so instead I reached out to my 2 teammates and started a personal chat. I offered help with their plans or code and a space to ask questions to each other. |
|  | 3 | Week 6 | In teh team chat I created I reached out with another class final project just to help inspire them and later on in the week I sent my final project for this class as a WIP and asked if they had any feedback for me and if I could offer any feedback for their projects as well. |
| **Outcome** | **Rating (1-4)** | **Week #** | **Description of Example** |
| Use a divide and conquer approach to design solutions for programming problems. | 3 | Week 1 | while the week one individual assignment was done seperately, once we knew each had completed we talked through our individual solutions and decided on his but making a small tweak from mine. |
|  | 3 | Week 2 | I am close to someone who is taking this class but in 330.1 and has been having a hard time with her large team they are going so quick and she is almost 60 learning new skills. I often help answer questions and walk her through things. while not my team, but I help her often. |
|  | 3 | Week 3 | I feel like this week we were all just doing our best and leaning on eachother so im not sure it was a divide and conquer or just keep our heads above the water but we treaded and we treaded together |
|  | 4 | Week 4 | This week we were really trying to be open to each other and helping with portions of the code we each had different thoughts on solutions but we came together well |
|  | 3 | Week 5 | I ran into an issue with the RAPID API I had picked for HP Quotes.. the api iteself is actually broken so I added it anyway since I had 2 other APIs I was using and instead made a backup solution where I made a JSON file and am pulling the quotes from the JSON file while still utilizing the other APIS for character images for who said the quote |
|  | 3 | Week 6 | There is not much more to divide and conquer but I sent my live site to my teammates and asked for feedback and offered to give feedback to them if they would like as well. |
| **Outcome** | **Rating (1-4)** | **Week #** | **Description of Example** |
| Finding and troubleshooting bugs you and others will have in the code you write. | 3-4 | Week 1 | Dylan copied the main template and I cloned his repository but he ran into lint issues. After the obvious he fixed, I was able to resovle the VITE error digging into the eslintrc.json .   The parse error was  Parse errors in imported module 'vite': Unexpected token ; (56:8) import/namespace Our project uses ESM (EcmaScriptModules) but the ESLint was treating the parse like common JS instead.   I updated the  parserOptions for the "ecmaVersion" from 2020 version to latest version. the 2020 versioning was not treating it like EcmaScript instead of commonJS  I found out later it could be ignored - but that is okay! I found an alternate solution that worked 🙂 |
|  | 3 | Week 2 | I completed the team activity on accident and I often run into issue and have to trouble shoot bugs. I have one for the cart counter I am wroking through and was excited to get multiple tasks completed. |
|  | 3 | Week 3 | I completed the header footer portion to fix my cart counter superscript task since the changes affected it. I also continued extra tasks so the team could cover the important functionality since we are small. |
|  | 4 | Week 4 | Week 3 I did a lot of heavy lifting and got stuck in the last 10 percent and dylan really pulled through to help me get the last 10 sorted out! |
|  | 4 | Week 5 | I had to make a pivot this week for the issue I had with that one Quotes API from Rapid API.. HP is a copyrighted subject so I knew anything I find would be fan made mostly and the quotes were important to me so I made the altrenative that if the API failed it would pull from local JSON and I was able to tie in the other APIs as using other elements about the character who said the quote. |
|  | 4 | Week 6 | There was mainly just me iterating over my current code to make things better.. for exampe I fixed the wand animation I made so that instead of rotating in the loading circle it waves let to right and then right to left as well as giving the wand tip a glow. I think iteration is a great principle we lack to teach.. you can make something to get it working and then go back and make it better. |