# Week 1

**HTML**

HTML is like the foundation / blueprint for your webpage, it outlines what goes where but not how it looks or functions

**CSS**

CSS Is the paint or stylings of how a project looks.

**Java**

Java is the functionality, if CSS is the paint then JS would be the wiring behind the walls, the code that makes things interactive.

Text

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**VUE**

VUE kinda turns html code / pages into objects, making them easily interchangeable components or pages.

GIT - <https://github.com/CameronHart1/Responsive-Web-AppsTwo/tree/master/WeeklyPracDocs>

# Week 2

Using Vue, It was complicated to use the router addon for page navigation, having to set up routes for the different pages, to make them accessible from URL paths took a little to learn. CSS setting up colors was relatively simple too.

I already have some experience with UCD (did the class last tri) so a lot of the content was quite familiar. I made sure to write a big epic, splitting it into stories then functions for my program.

GIT - <https://github.com/CameronHart1/Responsive-Web-AppsTwo/tree/master/WeeklyPracDocs>Chart

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Chart

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Diagram

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# Week 3

Text

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Javascript is a lot like C#, with both being OOD languages. This makes getting to grips with JS much easier.

JS does remind me a little of Python, how variables don’t need specified types when being declared (though it can be done in c still there seems to be less hierarchy) and can easily be converted from type to type.

Attaching a foreach function to the array was quite interesting, additionally having access to the index within the foreach loop was interesting.

As I already have experience from other modules using js with html (using “document.getelementbyID()” to get html elements, etc.) I figured I would mess around with some js methods in a console style app, and figure out how to debug js with vscode.

Project progress

* Finalized my concept of the garden-based site. Made some color palette choices.

# Week 4

Text

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Text

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Chart

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A picture containing graphical user interface

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It is interesting how vue is smart enough to cache results of methods that depend on computed properties.

Declaritive rendering seems to be quite the umbrella term, as it can include anything that removes or adds html to the .app program, based on some condition. In a way the vue router I use is a big form of declarative rendering.

It is interesting to see that show only changes the visibility of the html object, while if actually removes or adds html to the .app. I had already used v-for in the making of the todo list, it is a neat function. I didn’t know that v-else was a thing either.

Project progress

* Did most of my coding for my site, finishing a basic demo of the profile home page.

# Week 5

Graphical user interface, text, application

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I already had a decent understanding of components, learning about async and dynamic components was very interesting and will be useful in my project.

The two way data binding should also be useful when creating my search bars.

Project progress

* Started looking at alternative color schemes
* Converted my first html project into Vue project

# Week 6

Graphical user interface

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Text

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Project Progress

* Added Vue components and routing to the page, made the search bar clickable and interactive, set up a component for the forum blog posts, added an icon and navigation to the page.

# Week 7

Project progress

* Taking a little break

# Week 8