Assignment 1

1. I would like to develop a web development instructional website titled "Web Development Essentials." As someone who is still learning, I would like to explain some of the aspects of web development that I have found to be most essential for beginners. Explanations would be done through text, coding examples, the web page designs themselves, and assorted images.

   I wish I knew enough JavaScript and other programming languages to make a truly interactive website, but I am not there yet.

2. My target audience would be beginning web developers and/or people who have no knowledge of the field whatsoever, but would like to learn a little bit about it.

3. I have created websites in the past. In IMM 120, we did a website for a pretend company called "Pacific Trails." My final project for that class was basically a personal portfolio/resume. I ended up putting that one on my own personal domain name website. For IMM 110, I used my personal website to display my final project which was supposed to be a learning tool for people to learn multiplication. In DPR 241 Mobile Web Development, we created many web pages and websites, which were all arranged together in a portfolio website for our final project. All of my web pages and websites are responsive. For navigation, I usually have a main navigation bar at the top of every page. In addition, there are obvious links in some text, as well as some clickable images. In some cases, like my personal website, the multiplication website pops out to its own tab. And with my DPR 241 portfolio final project, some of the web pages pop out onto their own tabs when I had no way of putting a "Home Page" link at the top.

4. Target audience for mobile app? I am not sure about this. Are we supposed to make a separate website and an app specifically for smartphones? I guess my target audience would be the same as for the website, as I would make the website responsive.

5. I guess you could say that I have created mobile apps (though not from scratch) in DPR 101 through App Lab on code.org. We created interactive little basic games using basic JavaScript. One was a four square color game. Three of the squares were randomly assigned the exact same color, and one was slightly different. The goal was to select the differently colored one enough times to reach 10 points to win. Another was an image display app. You could move forward or backward through the images with a counter at the top to keep track. You could also add images from the web if they ended in .jpg, or delete images.