

Lappeenrannan teknillinen yliopisto
Tietotekniikka

Software Development Skills Front-End, Online course

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LEARNING DIARY

Introduction and Base HTML Module

22.12.2025

I checked the general information and understood the main focus of the course, which is to find my passion as a software developer and create a unique project to represent my skills. I chose Front-End module because it was the most interesting project offered. Moreover, I suppose the Front-End module is a good introduction to understanding the conception of the Full-Stack. (In my point of view, the Back-End is harder than the Front-End). Since I've already worked in VS Code, and it's familiar to me, I didn't hesitate and chose namely this environment that I'm going to use for this module. After that, I clicked the banner to watch intro to GIT. I learned to set up a git repository but I didn't do my first commit yet. First, I'm about to watch "Introduction and Base HTML Module". Perhaps, I could know something new I haven't seen yet.

After I watched the first part of the video, as it turned out, I found new sources, for example fonts. On top of that, I learnt some tips for fast creating the homepage HTML markup. It's always really good to find new things that will improve and ease your job in the future. Nevertheless, I have to say I did my first commit in GitHub. I edited the initial README.md, simply added the line "My first commit".

Links and Core CSS

22.12.2025

On the same day, I continue my study because I crave for knowledge and willing to complete this course as soon as possible, since I have a lot of things to do, such as Back-End and Full-Stack courses.

Links and Core CSS Module didn't teach me anything new but repeating how to utilize CSS correctly is always significant. Padding, margin, align items and content, display and step-by-step building navbar up. Classic. I uploaded raw index.html, style.css and script.js to GitHub. They will be a fundament for my future project. I'm not going to build my website

up right now but continue to watch the study video and, who knows, maybe I will find some attractive and creative ideas from this.

Buttons and Utility Classes

22.12.2025

In this module, the author of the video works with buttons and a huge number of classes. There are so many of them that they can make your head spin, but this is the right approach when building a website. In fact, he breaks the content down into a header, main, and footer, which helps him manage and work with the details more easily. I didn't learn anything new, but it's interesting to watch. So far, I haven't started building anything, just watching the videos. I will most likely start building a website gradually in module 6 or 7.

CSS Grid and Cards

22.12.2025

Previously I didn't work with CSS Grid. Actually, CSS Grid give you a permission to control rows and columns at the same time, manipulate them as you wish simultaneously. I will definitely try to use it while building my future website, somewhere in main content or footer. Trying new things out is always pretty awesome and fun. Right now, I have a vision of how my website will look. Perhaps, it will be in some manner like an informational or E-commerce website.

FAQ Elements

22.12.2025

The author continues to build the website and has moved to the FAQ section. Here, he uses JavaScript for the first time. He says that he does not intend to use too much JavaScript, only to add functionality to the site. This way, users can find answers to frequently asked questions. I don't know yet if I will build an FAQ, but I will find a way to use JavaScript. For something simple. I'm not particularly familiar with JavaScript myself, so I'll have to watch a couple of introductory videos on this topic to learn the basics.

Mobile Menu and Responsiveness

22.12.2025

Earlier, when I was learning HTML and CSS, I didn't use Mobile Menu and Responsiveness. In the penultimate module, I learned why it's worth using them and, most importantly, that they are an integral part of websites. They're used, since phone screens don't have space for wide navigation bars and touch-friendly navigation is required. It keeps the layout clean. Common forms, which were introduced in this part of the video, are hamburger menu, expandable dropdown menus, and can be bottom navigation bar. Media queries are required for this.

Website Deployment

23.12.2025

I learned that website deployment means that website files, such as HTML, CSS, JavaScript, and images, are placed on the Internet so that any user can access them via a web address. In this course we place them on GitHub. Apparently, like I did in the module 2, when I uploaded raw files. These files live in a repository and I can enable GitHub pages, what will automatically publish my website. After that, my site goes live and anyone can visit it using the provided link.

Process of building website

Part 1

23.12.2025

It dawned on me. I decided on the type of website I wanted, and E-commerce would be the best fit. I spent most of my time thinking about what my website would look like. I also chose a font and looked for photos for the favicon. I created the basic layout in the HTML file. I started working.

I finished working on the header after a couple of hours: added a navigation bar, icons, and the main title. I worked on CSS, which was the most difficult part. I hadn't worked with CSS for at least a year, so I was constantly changing my decisions on the fly and looking for tutorial videos for beginners to refresh my memory. I could do that only for one small detail. I used CSS Grid for the first time and it wasn't too difficult. Usually, I utilize flexbox. At this moment, I'm happy with the header, but I may come back to it later. At least, I have to add the responsiveness to that later.

I uploaded the modified index.html and style.css to GitHub. As a result, there were 5 commits. I wrongly uploaded an image I used in index.html. As it turned out, commit is also a deleted image.

Part 2

23.12.2025

In the evening of the same day, I continued my work by moving on to the main part. There, I didn't spend much time thinking about what to do. The main part contains the catalog that consists of three rows and four columns with images of games. This time, I wrote the code faster than in the first part. My hands are starting to get used to it after a long time. I didn't encounter any particular problems while writing this part. Most of the time was spent searching for pictures. I borrowed them from Pinterest.

Part 3

24.12.2025

That morning, I decided to add an FAQ section between the main and footer sections. I made this decision because I could only use JavaScript there, as shown in the video. The FAQ section consists of only four questions and four answers. Only one answer opens at a time thanks to JavaScript. Since I had little experience with JavaScript, but it was still something new to me, I had to watch a couple of tutorial videos on this subject. In the evening, I will move on to the footer, and if I have the time and desire, I will add responsiveness to the website.

After I edited index.html, style.css and script.js in GitHub, there are 14 commits right now. I predict that there will be 20 commits in total.

Part 4

24.12.2025

This is the last part of the project where I worked on the footer and responsiveness. There is nothing special to say about the footer, as I made a basic footer like most E-commerce sites. The problems started when I moved on to the responsiveness of the site. Since I had not worked with this before, plus there were problems with the header on screens smaller than 900px, it all took some time. I had to add a hamburger menu that hides the icons but shows them when clicked. The result was approximately same as shown in the study video.

I also encountered a problem when was deploying the website on GitHub. I asked ChatGPT for help, but nothing useful came of it. I decided to create a new repository, uploaded the project files, and then was able to deploy the website there. I included links of the old repository and website in README.md.