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2020-07953
CS 150 - Lab 4

CS 150 Lab Report 2

1)

Overall, I found the project to be relatively easier as compared to the project done in Lab 1. I believe this is attributed to the fact that I had no experience with Google script as opposed to having some experience in Web Development.

Nonetheless, I still learned quite a lot due to the transition from JS to TS. Admittedly, using Typescript was more challenging as it involves stricter rules as compared to Javascript. For instance, type annotation exists in Typescript, which I acknowledge to be a great security feature that could help lessen the amount of errors in code. However, it could be occasionally frustrating to code this way especially if the "type" of the element involved is not that obvious. This is opposed to Javascript where type annotation is not a feature. Fortunately, I felt that using Typescript made me more conscious of the pitfalls that may occur (e.g. an attribute may return as *null*) as well as the different types used in HTML.

Aside from these things, I found the project to be interesting especially for those who are not that familiar with Web Development. For me, doing projects like this feels fulfilling as one can literally see the end-product of their efforts.

2)

Overall, I took around 7 hours to complete the entire project, including debugging and watching the video. I do acknowledge that I took longer in some portions than I wanted to. From what I recall, these are the estimated time allotments I had for each Checkpoint:

- Checkpoint 1: 1 hour
- Checkpoint 2: 1 hour
- Checkpoint 3: 1.5 hours
- Bonus: 3.5 hours

I think that I struggled the most in attempting to make the full-fledged Wordle Game as it requires relatively more things than the other checkpoints.

3)

I have no general complaints for this project, as it felt fun and fulfilling. However, I did feel that the Bonus was significantly harder to implement as compared to the other 3 checkpoints.

4)

I was able to accomplish all parts of the exercise. Namely, these include:

1. Checkpoint 1 (Word List Fetching)
2. Checkpoint 2 (Hintless Wordle)
3. Checkpoint 3 (Barebones Game)
4. Bonus (Complete Game)