# 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:

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| --- | --- | --- |
| **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:

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| --- | --- | --- | --- |
| **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.* |
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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. | 4 | 3 | When I was working in mi task activity add a superscript number of items to the cart backpack icon, I was struggling because the item cart was being reset when changing pages. This was difficult, but it help me to understand how to use the debug from the devtools developer browser. Using break points and checking the counter state before change panges guide me to know that I was only called the function updateCartCounterHeader in the principal script but it was necessary implements this functionality in the utils file when the header was loaded, with this I can solve and learn. |
| 6 | Designed a dynamic gym selector in the registration form using centralized data (dataGym.js). Creatively implemented hover effects for membership plans and real-time form validation to enhance UX. |
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| Become more dexterous at exploring your environment. | 3 | 2 | In Week 2, I decided to improve the user interface of the cart by adding a dynamic remove button to each cart item. This added an extra level of creativity to make the user experience smoother. I also learned more about event handling to make the interactions more efficient. |
| 5 | I learned how to consume externals API to improve my projects. |
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| Become a person who enjoys helping and learning from others. | 4 | 2 | I lead the team activities to help my teammates to understand the purpose of the activity. |
| 3 | I actively collaborated in the Microsoft teams to motivate and encourage my teammates to complete the activities. I also assisted them to understand how team projects are managed on GitHub. |
|  |  |
| Use a divide and conquer approach to design solutions for programming problems. | 4 | 2 | In Week 3, I divided the cart functionality into individual steps: adding items to the cart, removing items, and storing the cart data in local storage. This separation helped ensure that each part of the cart's behavior worked correctly. |
| 6 | Modularized the registration system: <ul><li>dataGym.js (data layer)</li><li>register.js (logic)</li><li>register.css (presentation)</li></ul> enabling code reuse across views. |
|  |  |
| Finding and troubleshooting bugs you and others will have in the code you write. | 4 | 5 | I initially used the Edamam API for retrieving recipe data. However, I encountered an issue where the API returned a 401 Unauthorized error due to requiring a paid API key. This forced me to quickly find an alternative API. Through debugging the API calls and analyzing the network responses, I identified the issue and successfully integrated a new recipe API. This experience helped me develop my problem-solving skills and reinforced the importance of adaptability in web development. |
| 6 | ebugged duplicate "Select" buttons in gym cards using DevTools. Traced the issue to loadGyms() and simplified the HTML structure |
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