# 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.*

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| --- | --- | --- | --- |
| **Outcome** | **Rating (1-4)** | **Week #** | **Description of Example** |
| Become more efficient at applying your innate curiosity and creativity. | 4 | Week01 | It was the first time my team to figure out how to use all the technology we would need for the project although, I was more familiar with Microsoft Teams. And one of my teammates whose name is Krysta Hunt help me to sign up in Trello board as it was new to me. |
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| Become more dexterous at exploring your environment. | 2 | Week02 | On that week, it was the most difficult week for me as I struggle to set up an environment which require teamwork, especially on pulling information from GitHub to Visual Studio so that I can edit the code fix some errors. |
|  | The other issue I struggle to install modules for Node in local Visual studio code. However, Krysta Hunt helps me a lot to understand instructions and setup the environment. |
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| Become a person who enjoys helping and learning from others. | 4 | Week03 | This is when I began to understand environment setup for both GitHub and Visual Studio and able to create my own branch from GitHub where I would add information or code which I could push to our repository. |
|  | I began to know all this due to Zoom meeting with my teammates where we help each other on solving error on code and I really enjoy it because we share different ideas. |
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| Use a divide and conquer approach to design solutions for programming problems. | 4 | Week04 | On week 04 with my teammates, we divide and conquer approach on solving errors on a website, especially on JavaScript code. First, we break down the problem into smaller subproblems, such on identifying specific error types or pinpointing error-prone areas. For each subproblem, we recursively apply the divide and conquer approach by analyzing the code, checking logs, relevant documentation. |
|  | Once the subproblems were solved, we combine or merge the solutions by addressing the root causes of the errors, fixing bugs, optimizing code. By employing this approach, we efficiently diagnose and resolve errors on a website. |
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| Finding and troubleshooting bugs you and others will have in the code you write. | 4 | Week05 | It was the most difficult week because the error and bugs on cart were not easy solve and zoom meeting took almost 2-3 hours that day. However, we manage to fix bugs and errors especially on JavaScript code. |
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