

# Portfolio 1

## **RainyDays:**

Rainydays is an online store for rain jackets. This was the first time i ever coded with HTML and CSS in my life. The goal was to demonstrate basic structure, layout and responsiveness.

### **What I improved after the feedback:**

- I looked for and removed unnecessary comments in the code to make it cleaner.
- Mostly I renamed image files because they contained spaces. In the feedback I was told to not have any spaces in my codes.
- I looked thru the structure on codes and folders to see if it was logical and consistent.
- I changed every image to <= 200KB

That was basically the feedback that I got from my teacher on this project.

### **What would I improve further:**

If I were to improve this project even more, I would consider:

- Adding Javascript functionality for a more interactive shopping experience.
- Implementing more advanced responsive design techniques.

### **What I learned from the project:**

Rainydays taught me the importance of clean file organization and consistent naming conventions. It also showed me how essential mobile responsiveness is. After working on later projects with JavaScript and API integration, I now see how this project could benefit from more dynamic features.

## **Links:**

[Github repo](#)

[Live site](#)

## **Semester project 1:**

This project was website for Community Science Museum. This was also coded with only HTML and CSS. At that point, I was still learning the basics of layout, responsiveness and structure.

I didn't quite get a very detailed feedback here. I only got a feedback saying that I passed and the grade. I think this project was more of a test to see what I've learned after the feedback on the first assignment. I removed spaces from codes here to and also changed all the images to <= 200kb.

One thing I learned from this project is how important it is to plan the layout and design early. If I could redo the whole project I would have planned the design much better.

**Links:**

[Guthub repo](#)

[Live site](#)

## **Project Exam 1:**

This was by far the most challenging project I've done so far. It included planning, user stories, and coding everything from scratch while connecting with an external API. I struggled a lot at different stages but managed to complete the project and learned many new things.

**After receiving feedback from my teacher I went back and improved some things:**

- Meta description was missing on every page, so I added them.
- The footer was creeping up on pages with little content so there was a space under the footer but it's fixed now.
- I made sure forms are cleared after editing or creating posts.
- When registering a new user the message said "undefined". But now it says the username when registering.
- I changed one vague error message if login failed.

Some feedback points I didn't manage to fix due to difficulty and time limits, like restructuring the CSS into separate files. There is also this Uncaught TypeError in the console. I now understand why I get the error in the console and hope I can fix it in the future or avoid doing the same mistake. Another improvement I could make is the codes for errors. There is nothing wrong with them but in the feedback it was to try abstract them in its own function. Still not so sure if I understand the last one but I'm still looking into it.

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[Live site](#)