The weekly nerd

## Week 1

## Week 2

## Week 3

## Week 4

## Week 5

## Week 6

## Week 7

# Review van de verschillende vakken

## Wafs

## Css

## Bt

## Hackathon

## API

## HCD

Legenda (kleuren) voor verschillende onderdelen(classes?)

Week 4

Declarative design [title 2]

Jeremy [author]

There are two approaches to design in the workfield, declarative and imperative. Neither is wrong, neither is right, but we are gonna go over some highlights of both methods.

First, the basis [3]

With imperative design you work with precise instructions.

With declarative design you work with the output you want and let the software think about how to get there.

**How does this apply in the world wide web [3]**

Html – declarative

Css- declarative

This makes both html and css fault tolerant

Js – imperative

“javascript should only do what only javascript can do” [quote]

**Why does it matter? [3]**

This distinction between mindsets is, in the root, a difference in control. Why do you choose to make your own button, or to trust the browser to make one for you. Do you see the code the browser gives you as features or as bugs? My advise- let the browser work for you.

Assumptions [add text]

“be the browsers mentor (imperative) not its micromanager (declarative)” [quote]

**Design systems in the real world- thinking about thinking [3]**

Analityc/systems

Review [revieuw]

This lecture by Jeremy was really interesting, and he is a really good storyteller

* Find the culture that fits
* Find the way of working that fits for you
* Find yourself

Communication between the methods might be difficult