One thing I research this week was getters and setters it was very interested on how it is used in JavaScript, also I was working on Json and OOP. I understand JavaScript Objects, create and utilize Json data and interact with Json and JavaScript. While I was doing research on get and set, I also start doing a little coding on getters and setters which was fun figuring out.

<https://github.com/Jean-Laurore/Laurore_Jean_Portfolio/projects/1>

This week I learned Json and OOP. I understand JavaScript Objects, create and utilize Json data and interact with Json and JavaScript. I learned and understand the use of a class Definition, know the three major OOP Principles mostly Inheritance. I recognize the needs for a constructor function in my code and successfully create Object Instances through Classes. One independent research I did this week was getters and setters and I practice the code on this [website](https://www.w3schools.com/js/js_classes.asp). How I can improve is to at least practice coding for one hour every day. I feel like once I keep on practicing more, I won’t have any weaknesses it will all be strength. I did not manage time wisely for this week because moving to online learning made me play games more instead of doing my homework. I did not saw anything cool this week because I stayed playing video games.

While I was doing research on get and set, I also start doing a little coding on getters and setters which was fun figuring out.