

Jose Fonseca

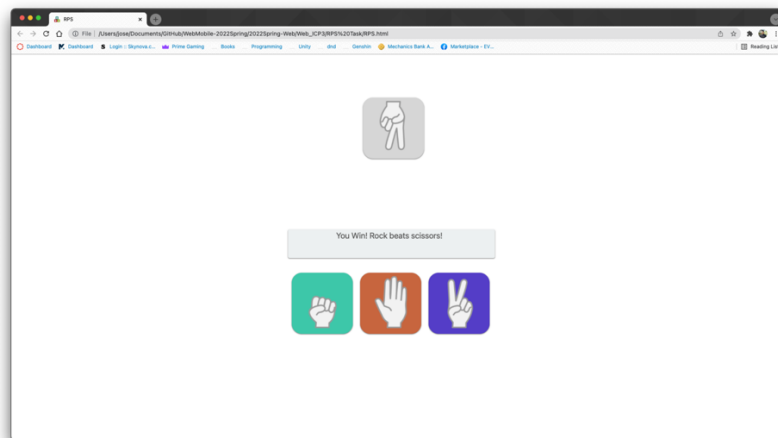
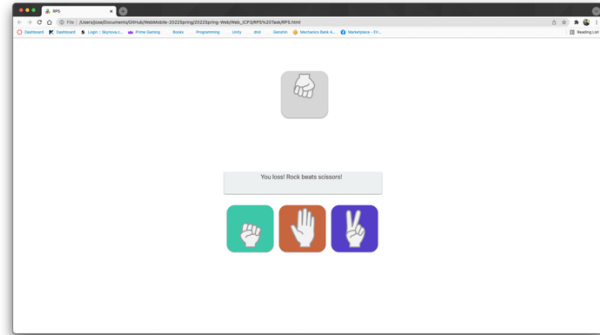
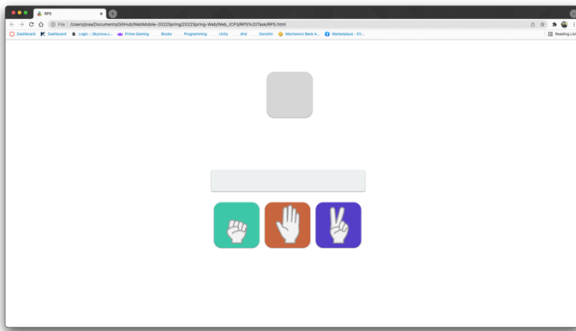
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https://github.com/JoseFonseca23/WebMobile-2022Spring/tree/main/2022Spring-Web/Web_ICP3

CS 490 - Web and Mobile Programming

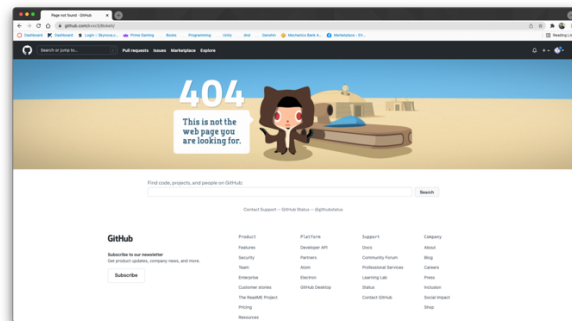
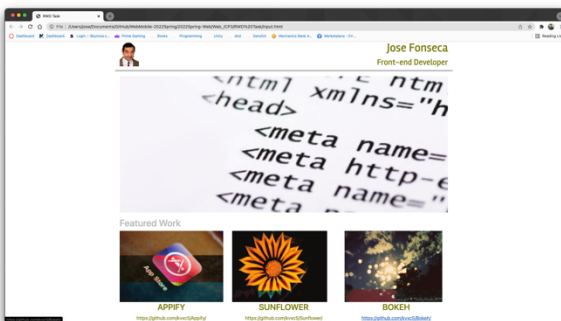
ICP3 Documentation

It is safe to say that this has been a very challenging ICP, mainly due to learning Bootstrap. First let me talk about the rock paper scissors game, in all honesty this was very simple when it came down to creating the JavaScript and all the logic for the game. This might be so because I have a lot of experience with logical application programming. What I don't have experience with is web design and specifically with the aforementioned Bootstrap. However, since my website came out simple, I didn't waste much time with it, just a couple of rows and I was done. Overall I really enjoy the outcome of the website, and hopefully with more experience I could revisit it and make it more dynamic.



1,2,3 The Following are images of the website when open, and with a few outcomes.

As for the second portion of this ICP, the mockup website that we had to replicate, well it's safe to say that I was not a fan of it. Bootstrap is an amazing tool that does help achieve Responsive web design, however I did struggle making my website look like the mockup. The main issue that I ran into was trying to find any source of help, the tutorials on W3 were nice, and there are several forms that made some things clear, but there were specific problems that took me forever to resolve. I only really advanced when I found a full list of the classes used in Bootstrap. However, overall this was a great learning experience.



Screenshot of my mockup, and of the hyperlink working.