# WDD 330 Portfolio

This document will be used for your final course assessment. You should update it throughout the course when you demonstrate these principles. At the end of the semester you will record a brief video highlighting your experiences listed in this document.

Feel free to add more rows to any of the tables to provide enough space for you to describe your experiences.

## Introduction

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Video Link: [https://www.youtube.com/watch?v=A\_24mC-nhTY]

## 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 in**  **the course** | **Description of Example** |
| Become more efficient at applying your innate curiosity and creativity. | 4 | Week 1 | This week I made extra steps to absorb the learning material, I even put on a few youtube videos on the subject, and in our team’s meeting I talked about what everyone thought and how they would interpret it into their coding! |
| Week 3 | Seeing the Trello boards, and finally grasping how they are used and their most efficient uses was very intriguing to me, and I created my own mock Trello board to better understand their functionality! |
| Week 6 | I looked into more Api’s that could’ve been used for my final project, it inspires me to know all the choices I could’ve made! And also the different ways public Api’s are set up was interesting to learn and a fun obstacle to tackle! |
| Become more dexterous at exploring your environment. | 4 | Week 1 | Already I was on top of team meeting and group work this week. I’m usually a slow starter, but I was the first driver, and we proposed everyone should switch off each week! It was fun leading the group through our first lesson, but it’s been exciting and a good learning experience. |
| Week 2 | Helping out my fellow team members is great, the work looks like it will get complex, but going through the instructor’s solutions with my group and having the help to piece everything together, gives me confidence in my ability to do it further in the future. |
| Week 4 | Sadly, the last Team week, I very much enjoyed the more team-oriented nature of this class, and I was excited to learn how Trello boards, and github, and npm commands all worked. Testing them out on my own time to further grasp their functionality! I feel like I’m a step closer to being on a professional team! |
| Become a person who enjoys helping and learning from others. | 4 | Week 2 | I loved helping my team. David was behind the group this week, so when we all had finished, he was still a few steps behind. He didn’t want us to wait for him, but luckily me and my team all decided to stay behind and help him finish up the team project! |
| Week 3 | I enjoy learning and teaching the other group members. They’re all great teachers and I love that they’re not afraid to ask for help when reading through the group project. It’s a race for all of us listeners to try and help them at that point! |
| Week 4 | The last team week, I’ve loved this four week, my teammates have all been great, and it’s been fun to check on their pull requests, and debug with them, and discover why our code isn’t matching the instructors! It’s been a great learning experience and I can easily see why teams are necessary in a coding workplace! |
| Use a divide and conquer approach to design solutions for programming problems. | 4 | Week 3 | It’s amazing how much work a team of just a few people can get done! With so many tasks on Trello, I wasn’t sure if we’d be able to tackle them all. But by splitting the tasks and each volunteering for our own strengths, we’ve been able to crush through the Trello backlog! |
| Week 5 | When tackling problems, it’s easier to take each problem one step at a time. The extensive use of Trello boards this block has shown me that. Completing one task at a time, shows incredible increase in my progress and allows me to feel success after each small goal! |
| Week 6 | The ability to use Modules to divide my Javascript work, has proven an essential skill to learn, and I will make sure to incorporate it into all future work. It keeps the workplace clean and concise, and makes it infinitely easier to understand the purpose of scripts and to delegate functions! |
| Finding and troubleshooting bugs you and others will have in the code you write. | 4 | Week 1 | I find that when debugging it is always best to check often, the more often you check your code the closer you know which code has gone awry and you can fix it. |
| Week 4 | The Devtools, using breakpoints has become an essential part of my debugging process, it is much easier than using console prints, and anything else, the ability to go step by step through your code and see what variables have assigned to them is an invaluable tool that I will use for the rest of my coding career. |
| Week 7 | I still love the Devtools Source debugger, the ability to use breakpoints has sped up my debugging process from the start of this course marginally. I find it extremely useful to know when my variable aren’t getting the values I think they should, all I need is a breakpoint in the Devtools and I can see it’s actual value and more easily discern why it isn’t getting the value I expect! |

## Skill Development Outcome

The final course outcome is: *Developing and debugging HTML, CSS, and JavaScript programs that use medium complexity web technologies*.

This outcome is demonstrated by your skill in the following learning objectives:

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| **Learning Objective** | **Description** |
| JavaScript | Robust programming logic is demonstrated.  For example, validating the screen data, looping through an array of JSON data to display to the screen, creating and using events, changing element styles with JS, changing element classes to use different CSS rules. |
| Third-party APIs | APIs are used effectively, including APIs that provide rich JSON data. |
| JSON | Demonstrate skill processing JSON data to dynamically update the website. |
| CSS | Appropriate use of Transforms and Transitions. For example: Add round the edges to DIV, add shadows. enlarge an input field on focus, and shrink it on blur, Add borders. CSS should subtly add style to a page. |
| Events | Use events to enhance the user experience. For example, increase the size of the input field on focus or add a shadow. React to a button click. Initialized the page with data once the onload event triggers. |
| Local Storage | Local storage is used effectively. |

These learning objectives are rated on the following scale:

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| **Rating** | **Title** | **Description** |
| 1 | Unsatisfactory | Very little if any work was shown in this area. |
| 2 | Developing | The learning objective was shown in very basic ways. |
| 3 | Proficient | Effective use of the learning objective was shown in multiple places. |
| 4 | Mastery | Extensive use of the learning objective was shown in non-trivial ways in many places in the code. |

For each learning objective, provide rate yourself in this area, then list several examples of places you personally demonstrated your skill.

The following is an example of what is expected:

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| **Learning Objective** | **Rating**  **(1-4)** | **Description** | **Link to Code** |
| CSS | 3 | *I spent a lot of time choosing colors that would complement each other.*  *I used CSS to make the input field bigger when it got focus and to shrink it when it lost focus.* | *https://event-planner-app.github.io/edit.html*  *https://event-planner-app.github.io/styles/main.css* |
| *What CSS did you use that was new to you in terms of selectors? Were you efficient in your use of CSS. Did you check for unused or unnecessary CSS? What does cssstats.com tell you about the maintainability of your CSS application.* | *https://event-planner-app.github.io/index.html*  *https://event-planner-app.github.io/styles/main.css* |
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In the following table:

1. Add your self-assessment rating for each learning objective.
2. List several examples of places you personally demonstrated your skill in each area.

Feel free to add more rows to this table if needed.

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| --- | --- | --- | --- |
| **Learning Objective** | **Rating**  **(1-4)** | **Description** | **Link to Code** |
| JavaScript | 4 | Javascript was the main portion that I used, I enjoyed using Javascript Templates, pulling data from my Json file, and from the Third- party Api I used | <https://joshuacdean.github.io/wdd330/index.html>  <https://joshuacdean.github.io/wdd330/animal-detail.html?animal=Cow>  <https://joshuacdean.github.io/wdd330/favorite.html> |
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| Third-party APIs | 4 | My website wouldn’t be possible without Ninja’s Animal Api, it is essential for grabbing the Api data on the specific animals I wanted and feeding the information into a Javascript template that can then relay the information to the user of the website! It is invaluable. | <https://joshuacdean.github.io/wdd330/animal-detail.html?animal=Cow>  <https://joshuacdean.github.io/wdd330/animal-detail.html?animal=Chicken> |
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| JSON | 4 | I created my own JSON file to specify and store which animals I wanted to pull from in the future for my API. The Json file also keeps which image that the animal has, and it is what I used to display the List of animals on the main page | <https://joshuacdean.github.io/wdd330/index.html> |
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| CSS | 4 | I made sure to contrast my colors, pick comfortable and pleasing thoughts, all while trying to keep the aesthetic of a barnyard. I also put in pleasing transition effects where the content on the page will fade and zoom in onto the screen and then rest. I also applied three different CSS style sheets for 3 different sizes, including mobile. | <https://joshuacdean.github.io/wdd330/index.html>  <https://joshuacdean.github.io/wdd330/animal-detail.html?animal=Cow>  <https://joshuacdean.github.io/wdd330/favorite.html> |
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| Events | 4 | I used button events to tell when an animal was favorited and unfavorited, so that the appropriate javascript was run and that they could be taken off the local storage. | <https://joshuacdean.github.io/wdd330/animal-detail.html?animal=Cow>  <https://joshuacdean.github.io/wdd330/favorite.html> |
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| Local Storage | 4 | I used local storage to store the information about the user’s favorite animals so that they can always know which of their animals they favorited. They can also remove their favorite animals from the local storage. | <https://joshuacdean.github.io/wdd330/animal-detail.html?animal=Cow>  <https://joshuacdean.github.io/wdd330/favorite.html> |
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