What I learned – Open Source Phase – Week 6

I was mistaken last week when I said it was the end of the phase, actually this is the end of the phase, we got an extra week, although it felt more like a holidays week because of the holiday season.

Even if it was holidays, I couldn't relax that well as I still had my evaluation interview, which I end up having the last the day of the phase. For this I tried to study a bit of everything as I was told a lot of subjects were going to be evaluated. Although it was an interview to evaluate my knowledge on everything in general, I still wanted to study as my programming skills are relatively new.

While studying and after the interview I noticed that I lack knowledge in technical matter about programming, I don't know plenty of terms that are used, and this a weakness I have known while these past months, because I always research a lot of the terms that are used in the reading material we were given. Also, another weak point I have, which I need to strengthen, is object-oriented programming, because everything I've learned and done has been with functional programming and is what I best know how to use.

Through the week some topics I looked for were statics and dynamics languages, characteristics of JS such as hoisting and closures, how to create objects in JS, the use of prototype of JS, data structures in JS and Python, inheritance in OOP, good practices, SOLID, agile practices and others.

After the interview I felt that I didn't fully understand the concepts, I need to have a solid technical idea of what they are, in order to give a clear answer.