What I learned – Real Clients, Real Users– Week 1

Another phase has ended, and we are starting another one, which I am really excited for, not that I was not excited last phase, but this is going to be more about contributing in projects inside Encora, taking part and improving existing apps, which are meant to be used by everyone in the company.

This phase we were presented with four projects, from where we were allowed to select one, in pairs, so we could work with the teams that own the project, this way we can put our skills into work in a real environment, were other people count on us to help improve such works. After five months in the Academy and working on different things I have realized that right now what I enjoy the most and what drives me to keep learning, is being part of projects which I know that are going to be helpful and used by other people. One reason I enjoy being part of these types of projects is that most of the time I encounter problems, which I enjoy coding myself out them.

Before a friend and I, selected a project to work the entire month with, I learned about Docker, since the second phase I heard plenty of my academy mates talked about it, which at the time I did not know what it was, now I see that is a powerful tool, that can save you plenty of time setting an environment for a project. Docker creates containers that packs all the code and dependencies to run a project.

I also reviewed how JS works in the browser, as it is only a scripting language, it needs a JS engine to be read by a browser, which in Chrome is the V8 engine, that helps translating JS to machine code. This engine consists of a call stack and a memory heap, which help to execute the code and to manage the necessary memory space in order to run the code properly. Then there is the JS runtime environment which consists of the JS engine, with the Web APIs, the callback queue, and an event loop.

Then after my teammate were assigned to a project, which we are going to work mainly in the backend part of the app, I looked into the WebRTC (Real Time Communication) which a recently new Web API that lets you communicate using the microphone, video camera or through screensharing, everything done with simple built in Web APIs and most importantly and convenient through the browser.