# 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

Name: [Williams Asomani]

Video Link: [https://kofiwilliams.github.io/wdd330final/]

## 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:

|  |  |  |
| --- | --- | --- |
| **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:

|  |  |  |  |
| --- | --- | --- | --- |
| **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.* |
|  |  |

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.

|  |  |  |  |
| --- | --- | --- | --- |
| **Outcome** | **Rating (1-4)** | **Week in**  **the course** | **Description of Example** |
| Become more efficient at applying your innate curiosity and creativity. | 4 |  |  |
|  | Because of enough information around us, it is always easy to learn something new in and out of our course. |
|  |  |
| Become more dexterous at exploring your environment. | 4 |  |  |
|  | The more I explore new environments and new stuff the more I become familiar with new things. |
|  |  |
| Become a person who enjoys helping and learning from others. | 4 |  |  |
|  | Due to group discussion and group activities each week it has become easy for all of us to work with each comfortably. |
|  |  |
| Use a divide and conquer approach to design solutions for programming problems. | 4 |  |  |
|  | The best way to achieve or complete any big project is to break it into pieces and work on it little by little and by the end of the day, you will see the work done. |
|  |  |
| Finding and troubleshooting bugs you and others will have in the code you write. | 4 |  | No one likes an application that runs into a problem so as a programmer troubleshooting is one of the practices we must master well and am glad we got the opportunity to go through it. |
|  |  |
|  |  |

## 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:

|  |  |
| --- | --- |
| **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:

|  |  |  |
| --- | --- | --- |
| **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:

|  |  |  |  |
| --- | --- | --- | --- |
| **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* |
|  |  |

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.

|  |  |  |  |
| --- | --- | --- | --- |
| **Learning Objective** | **Rating**  **(1-4)** | **Description** | **Link to Code** |
| JavaScript | 3 | a client-side script, speeding up the execution of the program as it saves the time required to connect to the server. |  |
|  |  |
|  |  |
| Third-party APIs | 3 | developed externally and provide ready-made functionalities, saving time and effort |  |
|  |  |
|  |  |
| JSON | 3 | more concise and compact, making it faster to parse and generate. This reduces the size and bandwidth of data transfers, as well as improving the performance and efficiency of data processing |  |
|  |  |
|  |  |
| CSS | 3 | Is way to control how my Web pages look. control texts, fonts, design, background, alignment, margin and many more. |  |
|  |  |
|  |  |
| Events | 3 | web pages more dynamic and user-friendly |  |
|  |  |
|  |  |
| Local Storage | 3 | saving web page data in the user's browser. it's also useful when you will need to display that data on the page. |  |
|  |  |
|  |  |