REPORT

03.11-2019_Glenn-Andre-Patrick-Key_JS1_CA_FP1

Card Game

Imagine how many people log onto their computer every day, or smartphone and click away ordering their home delivery food from brands such as Wolt, Foodora, Pizza Bakeriet. They might even be ordering their flight tickets to Hawaii from a shady webpage but still get their correct plane tickets.
I am super excited to keep on learning more about the subject and keep on getting amazed of how truly great the web is and really getting my hands into understanding the deeper meaning of how interactive the web is. Developers really is a different species and we are talking to each other in a different language indirectly – That is amazing.

What exactly is this project, and what did I make of it?

We were given a project which was mostly already finished – but we just had to make it work. When I say work, I mean in terms of the page actually being interactive with the user to some length.
For the first assignment we were to use a fetch call to handle and use data from a third-party file on the web. We were then set to make that data show up in a logic manner, this to make the 'game' or shall I say game instruction? Easier to understand or simply learn about it. Thus, the game itself wasn't what was important, but how the data was handled.

I like to think that the second assignment was a connection to the first, as we were (in my interpretation) supposed to use the same *API* data to showcase a specific card in the game.

Assignment 3 was just a quick rerun on how to target and change the document or in other words, how you make a part of the *HTML* which is "invisible" visible. For the final part of the whole project we were to create a (well not create, but to finish) form page that took regular expression into practice. This meant or means that we want to be able to validate and control that the forms are correctly filled, so we can 'lure' out the trolls.

What inspired me to work on this project?

I am not going to lie, the last couple of weeks have been tough. There's been a lot of work at my job, and I hate the fact that my job is completely irrelevant to the subject – so every hour spent at work means more "wasted" time for programming. I was also called in for a week of military training and that didn't help my case, this also meant I had to rush through the last module without really understanding it – come back from military and rush into this project without a proper understanding. Working from 0800 to around 1600, then having to make dinner and relieve my partner from our newborn a couple of hours means that all the tutors are mostly unavailable in the golden hours (2000 – 2300).

My inspiration actually came from the military training when standing outside cold winter nights, negative 2 degrees, clear skies, full moon and a conversation with other soldiers about life back home. Slightly different than earlier but that's how it is as a part time student.

How could I have solved this project differently?

In all fairness, as of today I don't feel like I could have done things any different. In order to change what already is set means; I would have to change my life situation. I am in fact already slightly starting to roam the web for local web-developer/front-end interns to slowly reduce my main job to start implementing more relevant material into my every-day. I believe that would help my progress; do I feel ready? That is another question. I doubt anyone is ever properly ready when getting into the job market as a junior/student developer. But what I do feel ready about is to take on the challenge and start somewhere.

Did I fail working on the project?

This is actually pretty funny; I felt most of the lines of codes were bad ass until I tested them. For some reason it kept happening. After 2 days I decided it was time to give in and reach out for guidance. I was able to get a hold of Michael after a while and together we figured out some small rookie bugs; I even solved a bug without knowing specifically what I did, but it just worked (called it a happy accident). What I learn every week as we keep digging more into programming is that we are problem fixers. Programming is fixing problems, and once it works you let it be.

WORKING ON THE ASSIGNMENT

The first assignment (which I felt was the most difficult) was to use 'fetch' to get data from an *API* that was given to us as a part of the assignment. The 'fetch' part was not the head scratching factor, it was actually pretty awesome. Fetching from another part of the web, how can you not think that is cool? Put the jokes aside, understanding what really happens when you fetch and how you use that data seemed to start off as a struggle. I spent merely 2 days just trying to understand the assignment itself as I feel most of the assignments received, are to be interpreted rather than understood. I might be wrong, or I might be correct.
It's not a secret I had to ask some developer friends of mine to look over the assignment to help get their understanding – and we all do have in common that it's a bit difficult to understand how we are supposed to solve the issues; But I am starting to think that – maybe that is the whole point of it? Maybe we are supposed to interpret the issues and solve it how we think it's supposed to be solved. The only problem I personally have with those types of assignments; taking into the equation that we are graded on our delivery is: Are we doing it correct? Is this answering the question?

JavaScript and programming languages in general is logic, they're languages built for the computer/browser to be read logically by the computer or browser engine. But solving the assignment is not fully logic, instead it's about how we can logically solve the issue the way we feel is correct.

I used a couple of video tutorials on YouTube for inspiration to better understand the use of fetch, and to really get under the scene of fetch – I don't feel that I fully 'conquer' the subject yet, but after this project I've started to understand more of the basics around fetch. Basically, fetch is a way to 'fetch' data that someone else has made available to use. It can be a third-

party flight booker using data from the main flight page to sell the same seat ticket. All in all, fetch is a great tool and getting underneath it all kind of puts the pieces together. Fetch is not just fetching data but from my understanding, it can be used to post data to the server as well with its own ID. I am super excited to keep on learning more about the subject and keep on getting amazed of how truly great the web is. Imagine how many people use these functions without even realizing what and why it works.

Feedback

In my perfect world, I (as was mentioned earlier) would not have to deal with my other Job and take this course full-time. But that's not realistic.
I wish we could have some sort of "this is an example of how it's done" tutorial that unlocks after we have delivered. I would definitely be a user of this type of tool. I do understand that programming isn't about what is correct or wrong, but more about does it work. But having some kind of blueprint on the task would help the learning curve. Maybe it gives us different ideas for later? Maybe we interpreted the assignment like the 'pro' developer?

I usually tell my partner about these issues as she is always wondering when I'm finished. And what I usually tell her is that; these assignments are problems that take a professional developer max 30 minutes, but us students use 2 full weeks. Now one can argue that it's taken the professional developer 5 years to do it in 30 minutes but that is another story.

SUMMARY

To finish off, this might have been the most brain consuming project we've done in this study; But it certainly has been fun to be able to solve it (with some guidance of course). I am already looking forward to getting more into it and learn more about JavaScript and programming as well as starting to work as a developer. It is always great fun to spend 30-40 minutes watching 'YouTube' tutorials on programming and different projects. I do aspire to create my own project one day, but for the time being the amount of free time I have is limited to the very least. Taking both sides of the aspect it has been a challenging yet fun project, at the same time great sense of achievement to use fetch *API*, and other more complicated programming techniques and to start taking what we've learned in this course into practice in the coding.

SOURCES AND REFERENCES

- W3 Schools, if else
https://www.w3schools.com/js/js_if_else.asp

- Fetch API, Concepts and usage
https://developer.mozilla.org/en-US/docs/Web/API/Fetch_API

- Constraint Validation
https://developer.mozilla.org/en-US/docs/Web/Guide/HTML/HTML5/Constraint_validation#Constraint_API's_element.setCustomValidity()

- Javascript 3, Module Assignment 1, 2, 3 – github, GlennTheNerd
https://github.com/GlennTheNerd?tab=repositories

- YouTube, HTML Forms and Javascript
https://www.youtube.com/watch?v=ikR9DsGMUMc

- YouTube, What is API?
https://www.youtube.com/watch?v=tI8ijLpZaHk&t=482s

- YouTube, Fetch API introduction
https://www.youtube.com/watch?v=Oive66jrwBs

-YouTube, Learn the fetch API in 10 Minutes
https://www.youtube.com/watch?v=S8DoVH_IZUg