# 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: Kyerra Bright

Video Link: <https://youtu.be/90zeOlCXADI>

## 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:

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

|  |  |  |  |
| --- | --- | --- | --- |
| **Outcome** | **Rating (1-4)** | **Week in**  **the course** | **Description of Example** |
| Become more efficient at applying your innate curiosity and creativity. | 3 | Week 10 | Exploring different APIs to use on my personal website that would work correctly and show up how I would like them to. |
| Week 13 | Finishing up my website because I wanted it to look a certain way and had to look up how to do certain things but it was great and it turned out amazing. |
|  |  |
| Become more dexterous at exploring your environment. | 3 | Week 3 | With the group project just having to explore the code that was provided and add to it was a big leap for me to do but I learned about looking at others code and it will be a great advantage in my career. |
| Week 11 | Writing my code for my personal project because I had to explore new ways to do things and work at things that I did not know completely how to do just that I knew that you could do it and this helped me in exploring the environment and working on my code to be a better programmer. |
|  |  |
| Become a person who enjoys helping and learning from others. | 3 | Week 5 | Beginning to work in teams and realizing that I do not have to everything on my own in this team because they will carry the same weight that I do on the assignments and are great at answering questions and I can learn from them and it was amazing when I had an answer that they needed at that point in time. |
| Week 10 | When my team was still working on the team project even though it was suppose to be turned in by then but we still helped each other out and worked on it until we were told not to because the personal project was more important and would be more beneficial to us in the long run. |
|  |  |
| Use a divide and conquer approach to design solutions for programming problems. | 3 | Week 6 | In the group project we would have a different driver each week and help each other out with the code this helped everyone in the group learn and did not just let the weight rest on one person this helped me out with my anxiety for the course. |
| Week 7 | When we did not know how to do something we would ask the instructor while others asked ChatGPT and while others would google it. We would all figure out how to do what we needed to do for the assignment that week. |
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| Finding and troubleshooting bugs you and others will have in the code you write. | 2 | Week 5 | I broke the website and had to figure out where I went wrong because it was not working how it was supposed to when I thought that I figured out the assignment and it was hard for me but I eventually got it. |
| Week 12 | Working on the personal website I broke the website many times as I was figuring out how do different aspects of the code and had to figure out what I did wrong sometimes it was simple while other times I just went back and started the code over again. |
|  |  |

## 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* |
|  |  |

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 | Used it to work through what I wanted my website to do and worked with the api that I have in my website. | Vegetables.html  Cart.html |
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| Third-party APIs | 2 | I used it in my website to add to the website and bring in interst. | Vegetables.html |
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| JSON | 2 | I used it to call the items that should be in the cart. | Vegetables.html |
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| CSS | 4 | I used it throughout my website to make it look put together and professional for my website and it is amazing. | Styles.css  Vegetables.html  Cart.html |
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| Events | 4 | I used an even when someone puts something into the cart, so they know it actually happened. | Vegetables.html |
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| Local Storage | 3 | I used this to save the items that the customer wanted in the cart to show up in the cart when called upon in the cart.html. | Vegetables.html |
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