Project JavaScript1 Report

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Did you find the assignment brief clear?

I initially had a hard time understanding how to approach this task. It took me some time to figure out the setup of the code and how different JavaScript components interact with each other. Understanding the logic behind JavaScript took the majority of my time. Additionally, working with APIs was another challenge that required extra effort to grasp how they functioned within my project.

How did you approach this assignment?

I began by learning what JavaScript is and what it does. After getting a basic understanding, I started planning the buttons and functions I wanted for my webpage. My navigation bar and footer contained some implemented buttons with different functions.

Initially, I made the mistake of hard coding elements directly into the HTML file, but I was later advised to move these implementations into JavaScript instead. This required me to refactor my approach and improve the way my scripts were structured.

Another major change I made was in handling game pages. At first, I had separate pages for each game, but I later consolidated them into a single dynamic page per game, making the codebase much cleaner and easier to manage.

When working on the library and pagination features, I surprisingly encountered fewer issues, and they worked almost perfectly from the beginning. However, the sign-in, login, and logout system took me the longest to develop as it required careful handling of user authentication and data persistence.

At one point, I had too many separate JavaScript files and found it difficult to organize everything. To fix this, I restructured my files and applied the DRY (Don't Repeat Yourself) principle to eliminate duplicated code and make my scripts more efficient. In the end, I focused on making my code as readable as possible so that other developers could easily understand and work with it.

Additional Comments

Understanding Scope: Differentiating between global and local scope can be confusing.

DOM Manipulation: Learning how to properly select and modify elements using JavaScript can take some time.

Event Listeners: Knowing when and how to attach event listeners correctly is a common struggle.

Working with APIs: Fetching data and handling asynchronous operations can be challenging at first.

Debugging Errors: JavaScript errors often do not give specific hints, making it difficult to trace issues.

File Organization: Structuring JavaScript files properly to avoid redundancy and improve maintainability.