# WDD 330 Personal Development

This document will be used in your final course assessment.

**Name**: [NEHIKHARE EFEHI]

## **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:

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| **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.*

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| --- | --- | --- | --- |
| **Outcome** | **Rating (1-4)** | **Week #** | **Description of Example** |
| Become more efficient at applying your innate curiosity and creativity. | 2 | Week 01 | I sign up in the team and joined with my mates to introduce myself. Then, went ahead to set up. I felt somehow lost and a little out of place in my first meeting because it look like I was far far behind my other teammates. I am still a beginner in programming so encouraged myself to keep going. I l learnt about the modern frontend workflow, including tools like Node.js, npm, task runners, and bundles. |
| Week 02 | I got more acquainted with the window object. Continued to attend group meeting. |
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| Become more dexterous at exploring your environment. | 3 | Week 02 | begin to engaged more with my teammate as I became more dexterous at exploring both my working environment and also at requesting help from my team mates. Booked a self tutorial meeting with a member of my team, Brother Goodness. He was very kind and helped me to understand the working environment and the concepts more. I am Thankful to him. |
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| Become a person who enjoys helping and learning from others. | 3 | Week 03 | My Team mates are more advanced than me so I did not really have much to teach them. However, I was active and remained a good member of the team. I started to enjoy the class and the meeting as I was learning so much from my team members. |
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| Week 04 | Still enjoying the team meeting and learning from my teammates, also contributing and doing task given to me. Spent majority of the week brainstorming and researching for project topics. I was overly engaged the previous week so had to carry the task over to week 4. found some really cool topics that fit the task. |
| Use a divide and conquer approach to design solutions for programming problems. | 3 | Week 05 | Started to develop my project. Planned to research both a weather app and a flight and hotel search app. Which ever comes out best I will submit. Still learning to master working with web apis. Taking tutorials to improve my js.there is some progress with the weather app. Have difficulty getting a suitable cloth recommendation api for my program. |
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| Week 06 | Continued to research on a suitable api for cloth recommendation. Dished the plan to include the clothing recommendation because I could not get it to work. Everyone is busy now trying to finish their personal projects so not a lot of help from the group. Getting personal helps from we and you tube videos. Modified the working of the app. Now, instead of getting detailed clothing recommendation alongside the current weather of a place, user only gets a basic recommendation of the type of cloth to wear. There is option for him also request forecast for the next 5 days if needed. I Planned to complete the app at the begiining of week 7. |
| Finding and troubleshooting bugs you and others will have in the code you write. | 4 | Week 07 | Suffered massive delayed in completing my work due to family emergency so didn’t have time to complete working on the image api. Have problem calling some of my functions to fetch and display data for the 5 day forecast. Used console.log to debug and rectified the problem. |
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