* Overall Formatting
  + Min 1 inline style usage per page
  + Min 2 embedded style per page
  + myStyle.css defines all else
* Home Page
  + Interests
    - Video Games
      * Current favorites?
      * Small portion for “What I’ve been playing” section
      * Speedrunning
    - Computers
      * Building/etc
    - Books
      * Most enjoyed series
    - Warhammer 40k
      * Painting/playing
  + Graphics
    - Some of my models
    - Favorite book/series
    - Background/header pic?
* Resume
  + Desired Job – Something in Digital Forensics
  + Current skills
    - A+ hardware
    - MS word/excel/access
    - Years of computer us
    - EDCC education
* Guestbook
  + Form
    - Various options on how they found it
    - Visitor’s website w/ default value of http://
    - Comment box
* Interests
  + Min 4 links
    - List in ordered or unorder format
    - Open a new browser instance
* Reflections
  + What did I learn this quarter
    - At least 1 “Ah ha!” moment

Reflections Draft 1:

<p>The hardest part of CIS 241 that it <i>constantly</i> felt like a learning experience where I was making breakthrough after breakthrough when building my own website for the final project. I felt I had learned so much from the labs, but it didn’t truly feel like it all clicked together until I started doing some of the requirements for the project. I was constantly referring to the examples given, and trying to learn what others did that was not only good enough to get a good score on the project, but so excellent both visually and in their code that they were featured for future classes, and I cannot state how much I appreciate being able to learn from their examples.</p>

<p>This really reinforced my view that coding, while not always a “team sport” is always collaborative between coders as one person may figure out a solution that stumps someone else, and a third person may take that code sample that was shared and improve it to make it more efficient.</p>

Interests Draft 1:

<p>My favorite things to do are play videos games, read, learn about computer parts, and build models. More specifically, I especially love speedrunning, as it demonstrastes how much skill and nuance there can be to playing video game, no matter how simple it is, and frequently bring in millions of dollars for charity. Below are several videos that I believe showcase this best, and some links to related websites.</p>

<ul>

<li><a href="https://www.speedrun.com/">Official records of speedruns for almost every game ever made.</a>

<li>><a href=”<https://gamesdonequick.com/>”>GDQ’s Official website, host of the largest speedrunning events for charities.</a>

<li><"a href=<https://esamarathon.com/>">European Speedrunner Assembly’s official website, another large host of speedrunning charity events.

<li><"https://en.wikipedia.org/wiki/Speedrun"> A more technical definition and history of speedrunning at wikipedia.org</a>

</ul>

<iframe width="560" height="315" src="https://www.youtube.com/embed/mUpT7fHi1lA" frameborder="0" allow="accelerometer; autoplay; clipboard-write; encrypted-media; gyroscope; picture-in-picture" allowfullscreen></iframe>

<iframe width="822" height="462" src="https://www.youtube.com/embed/WVzpZqpQSss" frameborder="0" allow="accelerometer; autoplay; clipboard-write; encrypted-media; gyroscope; picture-in-picture" allowfullscreen></iframe>

<iframe width="560" height="315" src="https://www.youtube.com/embed/mSFHKAvTGNk?start=932" frameborder="0" allow="accelerometer; autoplay; clipboard-write; encrypted-media; gyroscope; picture-in-picture" allowfullscreen></iframe>

<iframe width="1903" height="838" src="https://www.youtube.com/embed/nt-unq5i\_oU" frameborder="0" allow="accelerometer; autoplay; clipboard-write; encrypted-media; gyroscope; picture-in-picture" allowfullscreen></iframe>

Home Page Draft 1:

<p> Hello visitor, and welcome to my webpage!</P> 🡨 center this

<p>My name is Jared Math, and this is my project for CIS 241 demonstrating what I’ve learned, and telling you a bit about myself. I enjoy video games, specifically speedrunning, building models, reading, and putting together computers. I’m 26, and I have been working on a CIS ATA degree.</p>

<p>Before coming to Edmonds, I was in the Air Force, and was a 2A652, or an Aerospace Ground Equipment Journeyman. This entailed taking care of all the equipment that is used to start, test, power up, power down, and run diagnostics on aircraft including inspecting the equipment, and delivering it to the aircraft. Fittingly, the job motto was “No Air Power Without Ground Power,” which refers to one of the biggest aspects of the job, delivering generators that are almost universally used to do anything with the aircraft.</p>

<p>I came to Edmonds because I liked the programs, and had several friends already going here give it good recommendations. I currently am working on a CIS ATA, and I would also like to get more into Digital Forensics which really interested me. I also really enjoyed technical writing, and I would not mind attempting to get a job in either field.</p>