

Module 4 | Project 3 - JavaScript

Project Report – Renan Queiroz

The code for the project was written entirely using Visual Studio Code, since as described in the previous reports, it is the program I am most familiar with.

The webpage was constantly tested after each iteration on both computer and Android smartphone. The browsers used for testing were Edge Chromium (on Windows) and Chrome (on both Windows and Android running on a Pixel 2 XL). I also used the device emulation tool inside Edge Chromium to allow me to see the look of the page on other mobile devices of different resolutions, such as iPhones and iPads, and that allowed for quicker prototyping since I would not have the need to copy the files over to my phone in order to retest the website.

Meeting the minimum criteria for this assignment was quite simple, but I challenged myself to add more and more features to the webpage. First, I swapped the hardcoded 3 numbers to an array that would be dynamically used for calculations, which allowed my code to work with any number of inputs. The second challenge was making a visualization of the inputs, I used a table head to display the items in the array but making the width of that div stay consistent across devices was very challenging. Another feature that took a significant amount of work was adding functionality to delete individual items from the array in a way that would be intuitive for the end user. I wanted to make sure the user would be able to delete a specific entry anywhere in the array or delete the whole array with one command. The command to delete everything was quite easy to implement but allowing the user to delete a single item was not. I had to figure out a way to allow a button to call a function that would delete an item but passing the index of that

item. The problem is that the index of the item could be any. The solution I found was creating a new delete button each time a new input is added, and making that button call the delete function passing the current index of the array, and for the next button created, the next index, and so on. That implementation has worked well in testing, and I am satisfied with how the webpage turned out. Overall, I had a lot of fun with this project, and I look forward to the next!