Which do you prefer better, the front end or back-end aspects of development? Why?

Throughout these courses, I’ve realized that I prefer front-end development. I’ve always found user interface to be the most interesting part of programming, and this probably should have been obvious with my intense interest in game development. I like to see visible changes occurring in the app’s interface itself as I work on the code. I guess this means that I prefer working on the view part of the model-view-control system too.

I feel that, as I gain experience, I may end up with more of an interest in the back-end development as it's more about the project's logic. Logic is something I could really delve into if I have the time and energy to do so but I feel I just don't have neither time nor energy and I lack the experience and knowledge to keep interest in back-end development for now.

Scott,

I used to mess with html years ago when I was a kid working on my myspace page as well as my profile on this website called GaiaOnline, but I don’t remember using css back then. I’ve gotten rusty over time so I feel I’m re-learning it at this point. I also do a lot of google searches- at least it’s easy enough to find what we’re looking for when it comes to html. That W3Schools link will really come in handy too, though.

I mostly worked with Ren’Py- an engine that uses the Python language to make visual novels. Most of what I worked on never reached fruition and I’m honestly kind of relieved because looking back at it makes me cringe a little bit. I was a self-taught programmer who’s codes were always extremely messy and unorganized. There is one short visual novel I worked on that was released to advertise a writer’s novel. I was hired because I had enough experience turning the basic visual novel engine into one that allows point-and-click levels to be built into it. I had asked to go by my nickname in the forums which was “Faith.” I’m not sure if the game is still up but here is the link if anyone wants to check it out; <https://lemmasoft.renai.us/forums/viewtopic.php?t=51293>

Professor and Class,

UI and Graphics require both code and design. I’d say that UI is more focused on code and functionality than design while graphics are focused almost entirely on design and art.

UI, or User Interface, is the menus, buttons, and other means that a user interacts with the application. That being said, it does involve graphics. A web application’s UI would be a page designed with html. A video game’s UI would involve more graphics- an example would be a text box that pops up to display dialogue.

Graphics may be tougher to deal with when they are the 3-D kind. 2-D graphics mostly seem to be focused on the art itself, but I just don’t have much experience at all with this subject. From what I’ve noticed, graphics appears to be an entirely separate job on it’s own- and I don’t just mean artists. Games and websites often use 3-D graphics which always require some amount of programming to set up. I always wished I could understand it all better, but 3D graphics seems super complicated to me.