While completing the activity this week, reflect on the final product and resources you have used. How do you see this preparing you for your chosen field? Use several examples within your answer. Review your classmates' answers and offer your input.

Having tested out two different frameworks, I’m now aware of how much frameworks can differ. I also appreciate learning about the backgrounds of these frameworks as well as what kinds of companies make use of which frameworks. My first instinct would have been a lazy one- to choose the framework with an easier learning curve so that it would be easier to master. I’ve learned that the choice in framework is more than just simple preference. It’s important to think of the app maintenance as well and, if you have certain potential employers in mind, it’s also important to do your research on which framework is used by which company. So essentially, I learned that there’s a lot more that goes into the decision making process of choosing which framework to use. There’s a surprising amount of research that’s needed to determine which one is best suited to your needs. It’s more than just which one is most popular.

Professor,

I had heard that gits were important to the software developer role but wasn’t exactly sure how to use it. Now that I’ve been using it I can really see the appeal of having documentation that future employers can view- it’s much more professional than just handing in a paper resume that says “I’ve worked on this and this and this.” That sort of thing may work for things like movies and video games- that is if the employer wants to read through all the credits to see the proof of you working on it- but I can easily see people just lying about working on apps and websites as it would be more difficult to find actual proof of the individuals that worked on them. Not only that, using markdown files displayed on a git looks very professional and show’s a sense of confidence in what you can do.

Scott,

I was thinking the same thing about React- I’d love to use it to create personal projects or just to practice. If nothing else, it builds a little bit of confidence seeing apps built so quick and easy. It’s ease-of-use reminds me of some game engines which are also used more for personal projects and are not recommended for commercial projects. I do wonder if the maintainability issues might be worked on in the future but I have my doubts so I’d rather use Angular for any long-term or commercial projects that I would work on.