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Class: UXD-1b

Github URL: <https://github.com/Ricco1310/SkillsLab> or <https://github.com/TheHagueUniversity/skillslab-sprint-2-Ricco1310>

Study Log:

# For each used source (per video/article): W3Schools

- sourcelink (url) : <http://www.w3schools.com/>

- what did I intended to learn: W3schools is a reference guide that I used during my creation of the website, whilst it in itself did not learn me anything, I did use it to gain various insights into elements of my page. The main reason for using this tool however, was as a database that I could access to remember what attributes go with which elements on the website.

- how did I implement this in my project/site: As stated above, a database is not directly implemented in the website itself by rather accessed for information on the elements that I intended to implement all along. For example, the background colour gradiant that is present on the website is not known by heart. As such I checked with W3schools what the proper syntax and attributes were.

# For each used source (per video/article): Microsoft EdX course

- sourcelink (url) : <https://courses.edx.org/courses/course-v1:Microsoft+DEV211.1x+1T2016/info>

- what did I intended to learn: The Microsoft EdX course was one of my first ever forays into front-end development and web based technologies. I did this course during the summer break before school started to familiarise myself with the languages and its conventions. I also intended to find a good code editor that I could continue using for a long time. Which in the end made me settle on visual studios code.

The course consists of 5 modules, in module 1 I learned the basis of html, its basic elements and how these elements work. In module 2 I learned about user interaction, semantics, SVG and multimedia. For module 3 I studied CSS, the inner workings of styling elements and got a peek into the box model. Module 4 presented me with JavaScript, how it worked and the various JavaScript APIs that we could use. Lastly I leaned about various external libraries that could be used, these included JQuery, AngularJS, Bootstrap, TypeScript and Sass.

- how did I implement this in my project/site: Whilst it would be hard to point out any one aspect corresponding to the course, I did draw my baseline knowledge from it. A more lasting impact of the course would be my choice of code writing program, which in my case would be visual studios code. With this however, came their way of programming/lay-out conventions. Which I still follow to this day with proper indenting and order of operations.

# For each used source (per video/article): W3C EdX course

- sourcelink (url) : <https://www.edx.org/xseries/html5-w3c>, <https://www.edx.org/course/html5-introduction-w3cx-html5-0x-0>, <https://www.edx.org/course/html5-part-1-html5-coding-essentials-w3cx-html5-1x-1>, <https://www.edx.org/course/html5-part-2-advanced-techniques-w3cx-html5-2x-1>

- what did I intended to learn: The W3C multi-course series is the most recent and relevant to my general knowledge. It supplied me with a plethora of information over the course of 16 weels. These where cut in 2 6 weeks sessions and 1 4 week session. In the first 6 week session I was presented with information I already knew from the previous course. However, due to the lengthy nature of the series, was presented with deeper and more expansive information. Such as reasons for semantics, history of web based technologies and how it has influenced modern web based technologies. Furthermore it went more in-depth with just about anything. A major element that was absent in the other course though, was the use of the debugger and on how to fix code. The second 6 week sprint started of light again, but quickly dove into new elements of HTML5 such as microdata. The rest of the course consisted of HTML5 multimedia and how to use it, such as video and images amongst others. It also contained information on graphics and HTML5 forms and APIs. It ended of each segment with some advanced examples that presented the capabilities of each week’s subject. The last 4 week sprint was more aimed on advanced uses of web based technologies such as cross platform apps and games. But in order to present these elements they had to present us with multiple elements of advanced APIs such as the timed text track API amongst others. Whilst not directly relevant, it still did help me understand JavaScript. The sprint concluded on IndexedDB and web components and web workers however, which might be usefull in the future for larger scale projects.

- how did I implement this in my project/site: Again stating what exactly was used in the website would be an impossible task. Elements that most certainly influenced me are the semantic rules and knowing of the plethora of options available. Most of my coding conventions are based on the semantics as explained in the first sprint, which explains what can be nested where, how it can be layed-out and the order of elements. From this my conventions of header, main and footer is derived, furthermore my section/article order is derived from here.

# Self-reflection in hindsight

In hindsight I look back on this project having remembered much of what I had forgotten, and learning a great deal more new information, information that I am now, in period 3 am using to create even better websites.

For me responsive design has always been in the back off my mind, with every single webpage I created, as such I created nearly everything with percentages. Building for screens like my own (1920x1080) to mobile smartphones such as the galaxy S5 (360x640). This has shifted by now to using the CSS3 flexbox and all its handy tools.