# WDD 330 Personal Development

This document will be used in your final course assessment.

**Name**: Adetokunbo Olutola Osibo

## **Course Outcomes**

The following are the course outcomes of WDD 330:

1. Become more efficient at applying your innate curiosity and creativity.
2. Become more dexterous at exploring your environment.
3. Become a person who enjoys helping and learning from others.
4. Use a divide and conquer approach to design solutions for programming problems.
5. Finding and troubleshooting bugs you and others will have in the code you write.
6. Developing and debugging HTML, CSS, and JavaScript programs that use medium complexity web technologies.

To complete this course, you need to demonstrate your skill in these areas. Outcomes #1-5 demonstrate your personal development and are most easily shown through self-assessment and sharing experiences. Outcome #6 demonstrates your programming skill and is shown through code and experience in projects.

## **Personal Development Outcomes**

For each of the personal development outcomes you need to rate your development according to the following scale:

|  |  |  |
| --- | --- | --- |
| **Rating** | **Title** | **Description** |
| 0 | Unsatisfactory | You have not made progress in this area. |
| 1 | Developing | You made some progress in this area but fell short of expectations. |
| 2 | Proficient | You are progressing nicely in this area and meet expectations. |
| 3 | Mastery | You have made significant progress in your development in this area and have gone above and beyond what most students would do. |

For each course outcome, you include your rating of your development and list examples of times that you demonstrated this principle.

The following is an example of what is expected:

|  |  |  |  |
| --- | --- | --- | --- |
| **Outcome** | **Rating (0-3)** | **Week in**  **the course** | **Description of Example** |
| Become a person who enjoys helping and learning from others. | *3* | *Week 01* | *I was the first person on my team to figure out how to use all the technology we would need for the project. I took the time to meet one-on-one with two of my teammates to help them get everything set up.* |
| *Week 04* | *At the end of our first project, one of my teammates was really having a hard time figuring out how he could contribute to our project. My natural instinct in this case would have been to get the problem done on my own, but instead, I worked together with my teammate to get him started and then I followed up with him afterward to make sure he was able to get his task done.*  *This definitely took more of my time, but I was really glad to see his spirits lifted as he made progress.* |
|  |  |

In the following table:

1. Add your self-assessment rating for each outcome.
2. List several examples of places you personally demonstrated your skill in each outcome.

*Feel free to add more rows to this table if needed.*

|  |  |  |  |
| --- | --- | --- | --- |
| **Outcome** | **Rating (0-3)** | **Week #** | **Description of Example** |
| Become more efficient at applying your innate curiosity and creativity. | 2 | Wk 01 | I was able to overcome anxiety towards the course, I was able to channel my curiosity in understanding the issues and proffer solution because I was able to fully explore my code environment. |
| Wk03 | While attempting to solve the week 03 dynamic header and footer task I had to do some deep thinking and multiple trial and error which helped me greatly understand the project development |
|  |  |
| Become more dexterous at exploring your environment. |  | 02 | Understood the working and how to properly use Trello for project management of our tasks |
| Wk 03 | I am now already very familiar with the usage and management github collaborations in a development workflow. Am also at ease with Trello, and the topics covered. The project has enabled me development a team work attitude. |
|  |  |
| Become a person who enjoys helping and learning from others. | 3 | Wk01 | I was the first to actively draw teammates attention to the importance of starting the team project on time. Using the technologies wasn’t difficult as I had used Trello, github collaboration and Netlify in the past and it was a familiar terrane. This made it easy for me to assist my teammates by encouraging them with directions. I was also able to further understand github CLI and branching. |
| 03 | The project has enabled me development a team work attitude. I constantly reached out to my team mates to enquire if they need help, I posted video and images of tasks I had done and used the feedback I got to futher my understanding of the course material. |
| Wk 04 |  |
| Use a divide and conquer approach to design solutions for programming problems. |  | Wk03 - 05 | I used divide and conquer in breaking down the implementation of adding a subscript to the backpack icon activity, totals in cart and remove items from cart |
|  |  |
|  |  |
| Finding and troubleshooting bugs you and others will have in the code you write. | 1 | 01 | I struggled to debug the individual activity, am yet to fully grasp how to conveniently debug code. Working to improve on debugging and testing skills. |
| Wk 03 | Though still struggling with vscode debugger, I learned how to implement ‘console.log’ for debugging. Its helping me as I go deeper into the tasks |
| Wk05 |  |