Following eggehead courses

Welcome to my sandbox on egghead.

Vuejs project

Dinosaurs app

- ☑ Episode 1 - Create a Basic Component using Vue.js
- ☑ Episode 2 - Create a List Component in Vue.js
- ☑ Episode 3 - Create Filters in Vue.js
- ☑ Episode 4 - Use Vue.js Component Computed Properties
- ☐ Episode 5 - Use Vue.js watchers to respond to async updates

Canvas project

- ☑ Episode 1 - Draw in HTML Canvas
- ☑ Episode 2 - Add color to graphics using HTML Canvas
- ☑ Episode 3 - Specifying Height and Width on the Canvas Element
- ☑ Episode 4 - Draw circles in HTML Canvas using .arc
- ☑ Episode 5 - Add strokes to circles using HTML Canvas
- ☑ Episode 6 - Use HTML Canvas `arcTo`, `moveTo`, and `lineTo` to draw a piece of a pie chart
- ☑ Episode 7 - Add click interaction to HTML Canvas using JavaScript events

Promises in js

- ☑ Introduction to JavaScript Promises in Depth
- ☑ Create a Promise Chain in JavaScript with Promise.prototype.then()
- ☑ Catch Errors in a JavaScript Promise Chain with Promise.prototype.catch()
- ☑ Execute Cleanup Logic in a JavaScript Promise Chain with Promise.prototype.finally()
- ☑ Create a Rejected Promise in JavaScript with Promise.reject()
- ☑ Create a Resolved Promise in JavaScript with Promise.resolve()
- ☑ Create a New Promise in JavaScript with the Promise Constructor
- ☑ Convert a Callback-Based JavaScript Function to a Promise-Based One
- ☐ Wait for the Fastest JavaScript Promise to Settle with Promise.race()