# WDD 330 Personal Development

This document will be used in your final course assessment.

**Name**: Ojobor Favour

## **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:

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| --- | --- | --- |
| **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:

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| **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.* |
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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.*

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| --- | --- | --- | --- |
| **Outcome** | **Rating (0-3)** | **Week #** | **Description of Example** |
| Become more efficient at applying your innate curiosity and creativity. |  |  |  |
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| Become more dexterous at exploring your environment. |  |  |  |
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| Become a person who enjoys helping and learning from others. |  |  |  |
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| Use a divide and conquer approach to design solutions for programming problems. |  |  |  |
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| Finding and troubleshooting bugs you and others will have in the code you write. |  |  |  |
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|  | **OUTCOMES** | **RATING** | **WEEK** | **EXAMPLES (DESCRIPTION)** |
| **1** | Become more efficient at applying your innate curiosity and creativity. | 3 | Week 1-2 | 1. During the SleepOutside project, I explored various ways to approach the user interface design without being prompted. 2. I spent extra time researching creative layouts for the e-commerce page, experimenting with color schemes and navigation styles to make the site more engaging, which sparked new ideas for my team. 3. In the early weeks of the course, I was curious about how to integrate external APIs into our projects. I independently investigated the Nutritionix API before it was assigned in the Fitness Tracker, sharing my findings with classmates to inspire creative ways to display nutritional data. |
| **2** | Become more dexterous at exploring your environment | 3 | Week 2, & Week3 | 1. In the SleepOutside project, I took the initiative to explore the GitHub repository setup process, learning how to configure GitHub Pages for deployment. This helped me understand the environment and share deployment tips with my team. 2. During pair programming sessions, I explored the Visual Studio Code environment to customize my setup with extensions like Live Server, which I shared with peers to improve their workflow efficiency. 3. I navigated the Vite build system and its configuration (vite.config.js), experimenting with the base path to ensure correct deployment, demonstrating my ability to adapt to new tools and environments. |
| **3** | Become a person who enjoys helping and learning from others. | 3 | Week 3, & Week4 | 1. In the SleepOutside project, I noticed a teammate struggling with CSS Flexbox. I scheduled a quick Zoom call to walk them through the layout, learning from their questions about responsive design, which deepened my own understanding. 2. During a group discussion in the course, I shared my notes on debugging JavaScript errors, which helped a classmate fix a form validation issue. Their feedback on my explanation taught me how to communicate technical concepts more clearly. 3. I also made sure to arrive on time for all meetings, also reached out to my team members who were not present, to keep them updated. |
| **4** | Use a divide and conquer approach to design solutions for programming problems. | 3 | Week 4 ending, & Week5 | 1. In the SleepOutside project, I broke down the task of building the product page into smaller parts: designing the layout, handling product data, and adding interactivity. This structured approach helped me stay organized and complete the task efficiently. 2. During the weekly activities and report tasks, I made plans on how to achieve these goals and managing my time effectively. 3. I stayed connected with my peers on the teams channel to help them conquer errors and I also learnt from that experience on how to handle errors effectively. |
| **5** | Finding and troubleshooting bugs you and others will have in the code you write. | 3 | Week 5, 6 & Week 7 (reaching milestone and final project) | 1. In the SleepOutside project, I identified a bug where the cart total wasn’t updating correctly. I spent time reviewing the code line-by-line, discussing with a teammate to pinpoint the issue, and learned better debugging practices from their perspective. 2. For the Fitness Tracker, I encountered the signup redirect issue and methodically checked localStorage, console logs, and script loading, improving my ability to isolate problems even when no errors appeared. 3. During a peer review, I helped a classmate troubleshoot a Nutritionix API error by suggesting they log API responses, which taught me the value of proactive logging for faster bug detection. 4. I divided the workload for a complex feature (nutrition tracking) into UI design, API integration, and data display, which allowed me to work concurrently and solve the problem faster |