# WDD 330 Personal Development

This document will be used in your final course assessment.

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## **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:

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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.* |
|  |  |

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 | 2 | I explored ways to calculate and conditionally display the cart total, which involved testing different DOM manipulation strategies. |
| 2 | 3 | I feel comfortable trying new ideas and learning from mistakes, which shows steady progress. |
| 2 | 4 | I worked on dynamically generating search result pages based on query strings. |
| 2 | 5 | I integrated TMDb's API into my app and experimented with how to handle asynchronous data rendering. I also customized the UI by applying dynamic styles and tested how the search input can interact smoothly with the DOM using event listeners. |
| Become more dexterous at exploring your environment. | 2 | 2 | I used browser DevTools and GitHub settings (like GitHub Pages) to ensure proper site deployment and visibility. |
| 2 | 3 | I have practiced navigating file structures in VS Code and Git, managing branches and commits efficiently. For instance, I handled merging conflicts and rebasing with guidance, which improved my confidence in managing code repositories and project environments. |
| 2 | 5 | I researched how to use TMDb API and successfully obtained and used my personal API key. |
|  |  |  |
| Become a person who enjoys helping and learning from others. | 2 | 2 | I organized and documented my code to ensure others on the team could understand and build on my changes. |
| 2 | 4 | I reviewed a teammate’s pull request, tested their changes locally |
| Use a divide and conquer approach to design solutions for programming problems. | 2 | 2 | I added the HTML container and wrote and tested the JS updateCartTotal() function. I also integrate the function into the renderCartContents() flow. |
| 2 | 4 | For the search results feature, I split responsibilities across two JavaScript modules: one for fetching and displaying data, another for handling the query string and interaction. |
| 2 | 5 | I broke the app into modules: api.js for fetching, main.js for logic, ui.js for rendering, favorites.js for storage interaction. This allowed me to build and debug each feature independently before integrating. |
| Finding and troubleshooting bugs you and others will have in the code you write. | 2 | 2 | I successfully used HTML semantics for the cart-footer, CSS utility classes like .hide and JavaScript's reduce() method to calculate totals. |
| 2 | 3 | I encountered issues with Git push conflicts and learned how to resolve them using pull and rebase. |
| 2 | 4 |  |
| 2 | 5 | I debugged issues with images not loading by checking API paths and poster\_path values. I also fixed a problem with an undefined movie ID by adding conditional checks before rendering detail pages. |
| Programming Skill (HTML, CSS, JS) |  |  |  |
| 1 | 4 | I developed and linked a dynamic search-results.html page using JavaScript modules and worked on injecting dynamic content into the DOM based on user input. |
| 2 | 5 | I wrote modular JavaScript to fetch and display movies, implemented DOM updates dynamically, and styled UI components with CSS Grid and custom color schemes. I also added hover effects and responsive layout adjustments for better user experience. |
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