

- Brainstorming
  - that stupid glitch w the battle tracker (except i still haven't figured that out...)
  - the thing on the interactive assessment with the onclick function?? never figured out why that happened either.....
  - needing to use a for loop for the alert on the battle tracker?
  - realizing I've been using <br> wrong up until this week
  - maybe just my **experience w the battle tracker in general**
  - experience with learning javascript?? is that too vague??
  - maybe **css**
  - **apis**??????
- Rough Drafts
  - APIs
    - Learning how to navigate and utilize APIs was a fun learning experience. APIs are indispensable for projects where you need to draw from a large pool of information, so it's a no-brainer to want to know. I get plenty of practice finding information through Postman, but I haven't had a chance to meaningfully incorporate it into a real project. Although I do have a project that I'm currently working on that I'm excited to incorporate an API into when I get farther into it.
- Final
  - Battle Tracker
    - Building my Battle Tracker app was a very valuable experience. I had had experience with many of the functions that I used, but it was my first opportunity to really consolidate all of the concepts that I had learned so far and really try it out for myself. I used Javascript for all of the interactivity, as well as plenty of CSS. I wanted to work with both of these languages because I really needed more practice with both of them. It really cemented many of the ideas I had been taught.
  - CSS
    - I really enjoy how divisive CSS is. You either love it or hate it, and I personally really enjoy it. From the beginning it's both very intuitive and very unintuitive, and in working with it I've really begun to learn a lot of the intricacies and tips and tricks for wrangling it and getting it to do what I want. I've tried to incorporate CSS in every project I've worked on, and out of everything I've worked with so far I really feel like I see an improvement from project to project, and I'm excited to improve further in the future.