

Observation report for

JavaScript Algorithm 1

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WD37

Level 1 Activity 1 - When I try first Coding I was confused, in this picture I will print the value of x using console.log(x).

The screenshot shows the Coding Dojo website interface. The top navigation bar includes the Coding Dojo logo, progress indicators for Lessons (0%), Challenges (0%), and Assessment, and the user's name Rodney Giray. The main content area is titled "Level 1 Challenge 1" and contains the following elements:

- Instructions:** "Predict the output of the following code:"
- Code Snippets:**

```
1 var x = 5;
2 console.log(x);
```

after print the value of x is 5
- T Diagram:** A table showing variable values.

Variable	Values
x	5
a,b,c	1,2,3
- Input Field:** A text box containing the number "5".
- Buttons:** "SUBMIT" and "NEXT ACTIVITY".
- Feedback:** A green message box stating "Hey, you got it right! Wanna see how we did it?".
- Footer:** A link to "Report a Mistake?".

Level 1 Activity 2 – In this picture I noticed that the code $x+1$ will first to give the value to x which is on the left side.

The screenshot shows the Coding Dojo website interface for Level 1 Challenge 2. The left sidebar lists the course structure, with Level 1 (2/5) expanded and Activity 2 (03:15) selected. The main content area is titled "Level 1 Challenge 2" and asks to "Predict the output of the following code:". The code is as follows:

```
1 the x variable has value of 3
2 x = x+1;
3 console.log(x);
```

Below the code, there are two text boxes for the user to input their prediction. The first box contains the text "3 is the new value of x and added to 1". The second box contains the text "after adding the x+3 the result is 4". To the right of the code is a "T Diagram" table:

Variable	Values
x	3
x	4
a,b,c	1,2,3

At the bottom of the challenge area, there is a "SUBMIT" button and a "NEXT ACTIVITY" button. Below the submit button, there is a green play button icon and the text "Hey, you got it right! Wanna see how we did it?".

Level 1 Activity 3 – In this picture it took me 25mins to figure out the answer, because, it need to print the first value of x

The screenshot shows the Coding Dojo website interface for Level 1 Challenge 3. The left sidebar lists the course structure, with Level 1 (3/5) expanded and Activity 3 (25:30) selected. The main content area is titled "Level 1 Challenge 3" and asks to "Predict the output of the following code:". The code is as follows:

```
1 the new value of x is 3 and it will add to +2
3 console.log(x+2);
4 console.log(x);
```

Below the code, there are two text boxes for the user to input their prediction. The first box contains the text "in this line it will add the value of x which is 5 and add again to +2". The second box contains the text "in this line we will get the last value of x which is 5". To the right of the code is a "T Diagram" table:

Variable	Values
x	3
x	5
a,b,c	1,2,3

At the bottom of the challenge area, there is a "SUBMIT" button and a "NEXT ACTIVITY" button. Below the submit button, there is a green play button icon and the text "Hey, you got it right! Wanna see how we did it?".

Level 1 Activity 4 – In this picture, I noticed that you can do arithmetic operation while inside the parenthesis of console.log.

The screenshot shows the Coding Dojo interface for Level 1 Challenge 4. The left sidebar lists activities, with Activity 4 selected. The main area contains a code editor with the following code:

```
1 // the value of x multiply itself 3*3  
2  
3 console.log(x);  
4  
5 print the result which is 9  
6  
7  
8  
9  
10 console.log(x*2);  
11  
12 multiply the value of x which is 9 to 2
```

The output field shows the result: 9,18. A T Diagram on the right shows the state of variables:

Variable	Values
x	3
x	9
x	18
a,b,c	1,2,3

The interface includes a 'SUBMIT' button and a 'NEXT ACTIVITY' button. A feedback message at the bottom says: "Hey, you got it right! Wanna see how we did it?"

Level 1 Activity 5 – In this picture, the introduced using the 3 variables and set a value by adding the two value of variables.

The screenshot shows the Coding Dojo interface for Level 1 Challenge 5. The left sidebar lists activities, with Activity 5 selected. The main area contains a code editor with the following code:

```
1 // y has a value of 5  
2  
3 var z = x+y;  
4  
5 the variable z will get the addition of x+2*x=y  
6  
7  
8  
9  
10 console.log(z);  
11  
12 print the result of adding x and y which is 7
```

The output field shows the result: 7. A T Diagram on the right shows the state of variables:

Variable	Values
x	2
y	5
z	7
a,b,c	1,2,3

The interface includes a 'SUBMIT' button and a 'NEXT ACTIVITY' button. A feedback message at the bottom says: "Hey, you got it right! Wanna see how we did it?"