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2020-11654
CS 150 Lab Report 2

1. How did you find the exercise in terms of enjoyment, ease, learning, usefulness, etc.?

As someone who is a fan of Wordle and other word guessing games, I found the exercise to be enjoyable, as it was interesting to see how these popular games can be made or recreated somewhat simply. It was also very useful, as through this exercise I was able to better grasp and practice how to interact with html using Typescript, which will be a useful foundation for other html projects in the future.

2. How long did it take you to finish each item?

The first checkpoint was finished fairly quickly, I just had to get used to the flow of dynamically manipulating the html file through Typescript. The second checkpoint was also finished in under an hour, as it was simple checking of the guess' correctness. The third checkpoint, however, took over an hour and mostly consisted of learning how to manipulate and check the letters, place them into spans, and display them correctly.

3. How could this exercise be improved?

The lab exercise can be improved by providing links to resources that will provide optional additional knowledge on some newly introduced concepts, such as CSS for Lab 2.

4. State until which part of the exercise were you able to finish:
    1. **Checkpoint 1** (Word List Fetching, 30pts) **Completed**
    2. **Checkpoint 2** (Hintless Wordle, 30pts) **Completed**
    3. **Checkpoint 3** (Barebones Game, 40pts) **Completed**
    4. **Bonus** (Complete Game, +20pts) **Did not do**