Week 10

* Weekly Blockers
* Project Proposals
* Your Project

Due Dates

* **Personal Project Dec 17th at midnight**

# Weekly Blockers

Some of your weekly blockers reappear week after week. When you talk about blockers also address how you will resolve them. They should have weekly progress just like your weekly assignments. My iPad reminds me each Sunday morning how much more or less time I have spent on my devices. (this actually sounds like a good project for the class. Helping students wean themselves off of distracting activities). The next 5 weeks get very intense in the class. You are going from the instructional to the development phase of the class. Don’t let the minor interests get in the way of your long-term goals.

# Project Proposals

I have to say most of them looked pretty good. Some had obviously had a lot of thought and work put into them. Those students will be grateful to have an excellent road map going forward. In my classroom at work I have several thoughts on my white-board – Practice! Practice! Practice! Don’t Repeat Yourself (DRY). Plus ‘Don’t Think’ and Don’t Write Code’.

**Don’t Think** has to do with having a good design document. If your design document is in order, then you can focus on development. If it isn’t, you will be making decisions when you should be developing. Get your plans decided on early. I know plans and designs change. But they don’t change as much if you have spent the time upfront thinking through your application. If your Project Proposal was shallow. You can still rework it for your benefit. Sure, I need to see what you are thinking. But you need to know what you are going to be doing.

All the proposals that I reviewed looked fine. Some were using ideas I have seen reworked many times in the past. Some were quite unique. That doesn’t matter. Your execution of the idea will make all of the difference. I can give you a grade, but your efforts will determine whether you give yourself a career or not. An ’A’ in this class only gets you so far. The good habits developed in this class and all of your other classes, will take you all the way through your career. Details matter. I have attached a talk from Church Commissioner of Education Jeffery R. Holland. I have read or listened to it well over 60 times. As always, he does a great job. In the talk you get some hint about why he now has such a powerful way of writing. One aspect is how he takes time to develop an idea. (this is an experience where he did NOT invest the time he should have)

“I should have reworked it and shaped it and fine-tuned it over several rewritings. At the end I should have been working with a scalpel; as it was I delivered one butchered idea, the meat axe still dripping as I walked into class. And furthermore, you don’t type very well at 3:00 in the morning. “

Instead of thinking about an English paper think about writing code. It is a good investment of 20 minutes of your time to read what he has to say. It is ideal for students, part way through a semester or a degree program or life.

# Your Project

So how do you get a good grade? Canvas is pretty light on specifics. I’ll provide some suggestions. Look at what was covered in the class and use it. Was that too minimal? OK how about this. Not all of the topics are required but use most of them.

* Use JavaScript to manage the page to change the attributes of the elements, to save and retrieve data from LocalStorage, to make API requests to display something interesting on the page.
* For CSS make the page look nice and respond to the user. You have experimented with CSS rules. When an entry field receives or loses focus change the size of the field, add a border or shadow. If an error is detected in the user’s response wiggle the field with a CSS Animation, add a red order. Use Transforms to round the edges of the input elements, change the background colors add a gradient to a button’s background.
* DO NOTE ADD animations just for animations sake. Make it organic. The CSS should work together with the application to enhance not detract from the user experience.

I know at the end of the day students want to be told ‘do this for 20% of your grade’ or ‘do this for 10%’. This class does not provide a hard rubric for grading.

Be creative!!!! I do not expect an extensive application. But I expect use of the JS and CSS topics developed in this class. A simple idea is OK, but magnify that simple idea. There is an episode from *Friends* where one of the characters has the assignment for a party – [Cups and Ice](https://www.bing.com/videos/search?q=cups+and+ice&view=detail&mid=18D06C898AF7DA6C82F318D06C898AF7DA6C82F3&FORM=VIRE). A very boring minor assignment which she blows out of the water. You can choose a very mundane app (to-do list, grocery list, lists of lists), just use CSS well. Use different Animations, Transitions and Transforms. This is your chance to develop something creative. Don’t just slap some animations and poorly thought transitions together. CSS is meant to enhance the user experience. Find natural ways to use them. This is an opportunity to do more than just earn a grade. **You are at BYU-Idaho to start a career not get a grade!**

Are you too nervous about not having enough time to develop in 3 weeks? Don’t be! You can do it. I have seen tons of projects completed in 3 weeks. The poor projects have NOT been because of lack of time but lack of effort.

You may have started to build an app with your code topics; get the basic functionality done. Now, look at each Animation and Transformation and Transition to make sure they are more than demoware stuffed into the app. Make them integral to the user experience and not a side show.



For this effort think of all the details that need to be completed and remember that there are no house (or code) elves. Your time is limited. Did you procrastinate on your readings or team work? This is your chance to repent. Dobby can’t help you. But you can help yourself.

Dobby cannot help master!

Make your application interesting and not a throw away novelty.

Have a fun week as you start diving into your application development

May the good code be yours!

Bro. James