Week 12 – Your app should be progressing nicely

* **Fetch Examples**
* **What state should your application be in?**
* **Application progress v. Coding Topics**
* **Trial and Error v. Coding Principles**

# Fetch Examples

I know some have struggled with Fetch. Here is a github gist I created with several API requests.

<https://gist.github.com/gtjames/b763fecacf502dd35132fb1bf062953b>

It is about 300 lines of HTML and JS. I kept all JS in the HTML. I know that is a bad practice and I did not use import or export on anything. I just wanted a pure and simple app for showing how to do API requests. There are 3 sections and 4 APIs.

1. Movie Search –
   1. Enter a movie title and a few details on matching movies will be displayed
   2. Click on the title to go to the IMDB entry
   3. Click on the movie poster and a 2nd API will be called to return extra details on the movie
2. Weather Report –
   1. The entry field does not do anything on this one
   2. Click the button and get the forecast for the next 8 days
3. NASA APID –
   1. Leave the date field blank and todays APOD picture and description will be displayed
   2. Enter a date and that day’s picture and description will be displayed
   3. I did NOT do anything with videos. That will be in phase 2
4. Show JSON checkbox
   1. If you click the check box just the JSON will be display to show you the result from the API request

# With less than 3 weeks to go What state should your application be in?

* I hope you have an idea already ☺
* You should have a description of what the app does, the content of the pages, the different states your app will have.
* The basic flow of the app should be working – an HTML page with buttons and fields.
* Maybe no CSS yet, but your application flow should be visible in a browser. Your buttons should take you to a JavaScript function with most of the code to process your action.
* The CSS while maybe not yet present should be in your head what you want the elements to do on the different inputs.

All of the above is just my opinion. Find what works for you. Have a PLAN! You should have some kind of plan or the end of the semester is going to sneak up on you too fast!

# Trial and Error vs. Coding by Design Principles (Definitely read this one)

Sometimes when you hit a coding brick wall it can be tempting to just start throwing code against the wall to see if anything sticks. Your anxiety and frustration levels are rising and you may eventually stumble on the lines of code you need but you may not understand why they worked. The course up to this point has been based on learning **principles**. Stop and think about those principles and see how they apply to your coding block. Random programming is less likely to produce functioning code than principle-based analysis. – ‘precept upon precept’ **Isaiah 28:10**. Take this advice from someone that has hit a few coding brick walls. ☺

# Personal Project

See the instructions in the Project Assessment in Canvas

**Before I look at your application,** I want you to give me

* A **Description of your app**. Tell me what I should be looking for**. I will not review the app until I have your functional description.** Tell me how to use your application.
* **A list of Itemized CSS features** you used
* Tell me about description of your design process.
* How you may have altered your app from the original concept.
* What problems did you have and how did you resolve them?

Then after I have read the above

* I will click on the link you provided and test your app.
* DO NOT send me a zip file. Send me a link your mom could click on that will run your app
* **Code Pen ‘sites’ are acceptable as are github pages**.

Bro. James