Sophomore project - Engame

Intro to web development alongside school

Barnabás Kolozsvári

Introduction

Ever since I was little, I had been interested in how computers work and the logic behind programming them. Luckily, my parents had also realized this, and they helped me pursuit this dream of mine. From 4 consecutive years of attending Logiscool classes 6 years ago, I am now learning front-end web development at school, and hopefully back-end development soon as well. However, as good as this may sound, I find classes at school slow and easy at times, hence I decided to start learning programming alongside with friends and base my sophomore project on it. I am ambitious and aim to present a finished website at the end of this project.

HTML

Hyper Text Markup Language, or HTML is fundamental in web development as it is responsible for the content shown, and elements of the webpage. Think of HTML as the body of the document, plain text, hyperlinks, and images. Learning it is essential, and it was during these dry classes when I had realized I should start coding alongside school and always be a step ahead. HTML is not a difficult language to get a hold of, and some do not even consider it programming with its easy syntax[[1]](#footnote-1) and lack of typical programming language elements, albeit I prefer to stay neutral on this topic. I would like to thank my teacher, and W3schools for their great courses online, because they greatly helped me learn the basics. After around one and a half month of work, and numerous 100% tests I found it best to move onto the next language.

CSS

Cascading Style Sheets, or CSS is usually the second language people learn after HTML. It is responsible for the visual appearance and presentation of the document, such as layout, colors, and fonts. It is ultimately used to style the already existing structure of the website with easy syntax. Learning this language went far faster than expected, and towards the end of learning HTML I was also looking into CSS simultaneously. There are still things I need to master, but I would say I am decent, and I know everything I am required to at school, and even more. Therefore, I went on to the next language, JavaScript.

JavaScript

JavaScript is the 3rd language web developer students learn, and it is used to make the document react to user actions. Think of it as the brain of the website. During Logiscool classes, I was taught a specially created, but JavaScript based language with similar syntax and logic to JavaScript. Despite these similarities, the two languages vary in many ways, albeit I feel lucky to have a head-start at learning this language. JavaScript was created in just 10 days, but it has taken a longer for me to learn. This is due to the fact of the variable types and all of their different and unique conversions, and loosely typed syntax, which was not present in the previously mentioned language. In a way it allows “too much freedom”, and there are multiple ways to solve the same problem, but I like a little challenge and new opportunities to learn from debugging[[2]](#footnote-2) my “thought-to-be correct” code.

Bootstrap 5 (framework)

1. Syntax is a term used in programming, which refers to how a programming language is to be written, in order for the code to be able to successfully execute on the machine. [↑](#footnote-ref-1)
2. Debugging is when a code is not able to execute successfully, and the “bug” that causes the problem is to be found and fixed. The time interval of this process can vary from a few seconds to hours or days even. [↑](#footnote-ref-2)