MODULE 4: MINI-PROJECT

- What was your requirements gathering and design process? Was it useful/successful?

  -Figma, photoshop, bootstrap. Yes, it was useful and it was successful but not perfect.

- Give a high level overview of your application and its features.

  -this application and its features are made available, to know more about the beer industry.

  Timeline of the beer's history.

  A randomizer using the free API from punkapi.com.

  A search toolbar in case you to search for the beer match for your favorite food.

- Where does its data come from (external/internal APIs)?

  -external API.

- How does the back end process this data?

  -used 2 different ways to fetch the api. random, and sequenced.

  -used random, to randomly gather the data from the source, just to make it more fun/interesting to the end-user.

  -I used async and await to make more easier to fetch the data from the source.

  -Since it's an open source, no authorizations are required.

- How can the user interact with this data?

  -Simply just go the website, use the functionalities and browse.

- What JS techniques have you used (eg. objects/arrays/DOM functions/loops/functions/ifs)?

  -DOM functions, objects, arrays, function, loops, ors, promises, fetch, async & await, templating,

- What external tools/libraries have you used (eg. bootstrap/axios/charts)? How? Why?

  Chart.js – via CDN, 'Why?' -to interpret the data nicely and for more,

  Bootstrap – via CDN, 'Why?' -to help design the application.

  Font-awesome – via Download, 'Why?' – for some professional/ready made icons.

- What kinds of HTML elements have you used (eg. tables, forms, divs, lists, headings, menus, videos, images)?.

  -Tables, divs, lists, headings, images, metas.

- What kinds of CSS features have you used (eg. animations, backgrounds, fonts, colours, flexbox, grid)?

  -animations, background animation, hover effects, fonts, grid.

- How might you extend the features of your application in future?

  -Likely, will use this as a practice application.