

Story 1

For the first project I ever did on my own I built a fully functioning calculator with basic math operations like add, subtract, multiply, and divide. The technologies I used were javascript, html, and css. The reasons I chose those specific technologies were I wanted to challenge my skills with them, and to get a feel for where my skills were at, so that I could identify what I could do to become more proficient in using those technologies for future projects.

Something I had a hard time with while working on this project was knowing where to start when I got to actually building the functionality of my calculator. What I learned was the best way to start was to define variables. After I set up the variables I felt I needed for the project, I started experimenting with those variables, putting them into different things like functions, classes, and if statements. After experimenting for a bit, and also getting some help from a youtube video, I was able to build out the functionality of my calculator which felt very satisfying.

Something else I learned was that online resources are my best friend when trying to learn how to do something I've never done before in CSS, for example. Building a calculator requires quite a few HTML buttons, which are easy to create, but positioning them to look like a calculator, I didn't really know how to do that. So, to learn more about positioning buttons I used a website called css-tricks.com, as well as a youtube video that guided me through how to make my buttons look like a calculator.

The biggest thing I took away from researching on my own was that someone else has most likely done what you're trying to do, so when trying something for the first time you're not left completely alone with the skills you have which may not be enough at times, which is why it's important to learn from others so that you keep learning and growing as a developer.

Story 2

I remember when I first started learning Javascript. It was the first technology I learned, and the reason I chose to learn Javascript was I really wanted to make user-friendly websites that were dynamic, and just cool to look at and explore.

My first experience learning Javascript was during a bootcamp called Thinkful, and while I was going through this bootcamp I had a hard time grasping how Javascript functions worked. I have no idea why I had a hard time with them, they just didn't make any sense to me at the time. I ended up dropping that bootcamp because it wasn't working out with my current full-time work schedule, and then a month or two later I decided to quit my job and enroll in Devmountain's immersive program to give web development another shot, and to see if I could better understand functions and other Javascript concepts.

When we started diving into Javascript at Devmountain, and learning about functions, it was interesting because after learning from someone else, and practicing writing functions more, they made more sense and I was able to understand how they worked. It just took time and practice.

So from this I learned to be patient when learning new technologies, and building new projects, and that if there's something I don't understand I just need to put in the work and use multiple resources to help me understand concepts and the implementation of those concepts.