# WDD 330 Portfolio

This document will be used for your final course assessment. You should update it throughout the course when you demonstrate these principles. At the end of the semester you will record a brief video highlighting your experiences listed in this document.

Feel free to add more rows to any of the tables to provide enough space for you to describe your experiences.

## Introduction

Name: Braden Huttash

Video Link: [Insert your video link here]

## Course Outcomes

The following are the course outcomes of WDD 330:

1. Become more efficient at applying your innate curiosity and creativity.
2. Become more dexterous at exploring your environment.
3. Become a person who enjoys helping and learning from others.
4. Use a divide and conquer approach to design solutions for programming problems.
5. Finding and troubleshooting bugs you and others will have in the code you write.
6. Developing and debugging HTML, CSS, and JavaScript programs that use medium complexity web technologies.

To complete this course, you need to demonstrate your skill in these areas. Outcomes #1-5 demonstrate your personal development and are most easily shown through self-assessment and sharing experiences. Outcome #6 demonstrates your programming skill and is shown through code and experience in projects.

## Personal Development Outcomes

For each of the personal development outcomes you need to rate your development according to the following scale:

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| --- | --- | --- |
| **Rating** | **Title** | **Description** |
| 1 | Unsatisfactory | You have not made progress in this area. |
| 2 | Developing | You made some progress in this area, but fell short of expectations. |
| 3 | Proficient | You are progressing nicely in this area and meet expectations. |
| 4 | Mastery | You have made significant progress in your development in this area and have gone above and beyond what most students would do. |

For each course outcome, you include your rating of your development and list examples of times that you demonstrated this principle.

The following is an example of what is expected:

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| **Outcome** | **Rating (1-4)** | **Week in**  **the course** | **Description of Example** |
| Become a person who enjoys helping and learning from others. | *3* | *Week 01* | *I was the first person on my team to figure out how to use all the technology we would need for the project. I took the time to meet one-on-one with two of my teammates to help them get everything set up.* |
| *Week 04* | *At the end of our first project, one of my teammates was really having a hard time figuring out how he could contribute to our project. My natural instinct in this case would have been to get the problem done on my own, but instead, I worked together with my teammate to get him started and then I followed up with him afterward to make sure he was able to get his task done.*  *This definitely took more of my time, but I was really glad to see his spirits lifted as he made progress.* |
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In the following table:

1. Add your self-assessment rating for each outcome.
2. List several examples of places you personally demonstrated your skill in each outcome.

Feel free to add more rows to this table if needed.

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| --- | --- | --- | --- |
| **Outcome** | **Rating (1-4)** | **Week in**  **the course** | **Description of Example** |
| Become more efficient at applying your innate curiosity and creativity. | 3 | Week 4 | I was browsing the PokeAPI data as I was coming up with the major functions of my project, so I would have a better idea of what data I had available to me. This helped me to come up with new ideas of how I could manipulate the data before presenting it to the user. |
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| Become more dexterous at exploring your environment. | 3 | Week 6 | Over the past two weeks, I’ve noticed while working on the modules for my final project how much easier they make it for me to locate where I need to add or change code, because each module has a specific purpose. This has boosted my dexterity in a coding environment. |
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| Become a person who enjoys helping and learning from others. | 4 | Week 1 | I quickly responded to a classmate in Teams who was stuck on how to open the live server for their group project. I gave them direction on the next step they needed to take to open their project site. |
| Week 7 | I had a question pertaining to the final project submission, and I was too proud to ask for help for a while, trying to find the best answer on my own. I eventually humbled myself and asked on Teams, and quickly received a helpful answer. Only after setting aside pride and acknowledging that I needed help was I able to receive that help by reaching out. |
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| Use a divide and conquer approach to design solutions for programming problems. | 4 | Week 4 | I put a lot of thought into how I divided my final project into separate tasks, mostly by JS module, so that when work starts, I can focus on one piece of my program at a time, and not get overwhelmed by all of them at once. |
| Week 5 | I added another task to my project Trello board to further break up my code, as before I would have had two modules fetching data. I changed it so they both call a new module to fetch the data for them instead. |
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| Finding and troubleshooting bugs you and others will have in the code you write. | 4 | Week 3 | I was the driver on the team activity, and when I ran the linter at the end of the activity, it discovered a few errors that we had missed, including a duplicate variable name and a function that was undefined in the file that called it. I quickly discovered the issues and fixed the code so everything worked properly again. |
| Week 6 | I was having trouble with accessing images from the JSON for my project’s details page, because I found that one of the JSON keys had a dash instead of an underscore, which caused an error when using dot notation, and I couldn’t get the image. Fortunately, the internet is a great resource, and it only required a switch to bracket notation in that instance to be able to access the object I needed to be able to display the image. |
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## Skill Development Outcome

The final course outcome is: *Developing and debugging HTML, CSS, and JavaScript programs that use medium complexity web technologies*.

This outcome is demonstrated by your skill in the following learning objectives:

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| **Learning Objective** | **Description** |
| JavaScript | Robust programming logic is demonstrated.  For example, validating the screen data, looping through an array of JSON data to display to the screen, creating and using events, changing element styles with JS, changing element classes to use different CSS rules. |
| Third-party APIs | APIs are used effectively, including APIs that provide rich JSON data. |
| JSON | Demonstrate skill processing JSON data to dynamically update the website. |
| CSS | Appropriate use of Transforms and Transitions. For example: Add round the edges to DIV, add shadows. enlarge an input field on focus, and shrink it on blur, Add borders. CSS should subtly add style to a page. |
| Events | Use events to enhance the user experience. For example, increase the size of the input field on focus or add a shadow. React to a button click. Initialized the page with data once the onload event triggers. |
| Local Storage | Local storage is used effectively. |

These learning objectives are rated on the following scale:

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| --- | --- | --- |
| **Rating** | **Title** | **Description** |
| 1 | Unsatisfactory | Very little if any work was shown in this area. |
| 2 | Developing | The learning objective was shown in very basic ways. |
| 3 | Proficient | Effective use of the learning objective was shown in multiple places. |
| 4 | Mastery | Extensive use of the learning objective was shown in non-trivial ways in many places in the code. |

For each learning objective, provide rate yourself in this area, then list several examples of places you personally demonstrated your skill.

The following is an example of what is expected:

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| **Learning Objective** | **Rating**  **(1-4)** | **Description** | **Link to Code** |
| CSS | 3 | *I spent a lot of time choosing colors that would complement each other.*  *I used CSS to make the input field bigger when it got focus and to shrink it when it lost focus.* | *https://event-planner-app.github.io/edit.html*  *https://event-planner-app.github.io/styles/main.css* |
| *What CSS did you use that was new to you in terms of selectors? Were you efficient in your use of CSS. Did you check for unused or unnecessary CSS? What does cssstats.com tell you about the maintainability of your CSS application.* | *https://event-planner-app.github.io/index.html*  *https://event-planner-app.github.io/styles/main.css* |
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In the following table:

1. Add your self-assessment rating for each learning objective.
2. List several examples of places you personally demonstrated your skill in each area.

Feel free to add more rows to this table if needed.

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| --- | --- | --- | --- |
| **Learning Objective** | **Rating**  **(1-4)** | **Description** | **Link to Code** |
| JavaScript | 4 | I learned a lot about classes and modules during this course. I feel that I used modules effectively to separate my code for their different purposes, then importing them back together to make my project work. | <https://bhutt7.github.io/wdd330/final/scripts/PokemonData.mjs>  <https://bhutt7.github.io/wdd330/final/scripts/PokemonList.mjs>  <https://bhutt7.github.io/wdd330/final/scripts/PokemonSearch.mjs>  <https://bhutt7.github.io/wdd330/final/scripts/PokemonDetails.mjs>  <https://bhutt7.github.io/wdd330/final/scripts/TypeMatchup.mjs>  <https://bhutt7.github.io/wdd330/final/scripts/utils.mjs> |
| I gained more experience with array methods, specifically .filter(), to remove duplicate values from arrays. | <https://bhutt7.github.io/wdd330/final/scripts/TypeMatchup.mjs> |
| In an event on my homepage, I used JavaScript to add a class to the search bar, so when the user hits the search button without a query in the search bar, the bar turns light red. | <https://bhutt7.github.io/wdd330/final/index.html>  <https://bhutt7.github.io/wdd330/final/styles/main.css>  <https://bhutt7.github.io/wdd330/final/scripts/main.js> |
| Third-party APIs | 4 | I fetched various sets of data about pokemon from PokeAPI for my project | <https://bhutt7.github.io/wdd330/final/scripts/PokemonData.mjs> |
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| JSON | 4 | I processed JSON in all of my major modules to populate my browser, search, and pokemon detail pages dynamically. | <https://bhutt7.github.io/wdd330/final/scripts/PokemonList.mjs>  <https://bhutt7.github.io/wdd330/final/scripts/PokemonDetails.mjs>  <https://bhutt7.github.io/wdd330/final/scripts/PokemonSearch.mjs> |
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| CSS | 4 | At the beginning of my CSS file, I defined variables for colors and fonts for easier use throughout the site. | <https://bhutt7.github.io/wdd330/final/styles/main.css> |
| I used transitions to make the search bar grow when it gets focus, and shrink when it loses focus. | <https://bhutt7.github.io/wdd330/final/styles/main.css>  <https://bhutt7.github.io/wdd330/final/index.html> |
| I used transitions to make the card on the browser and search pages grow and darken when hovered over. | <https://bhutt7.github.io/wdd330/final/styles/main.css>  <http://127.0.0.1:5500/final/listing.html?page=1>  <http://127.0.0.1:5500/final/search.html?query=ponyta> |
| Events | 2 | I used an event listener on the search button to retrieve the value in the search bar so the user can put in a query and find pokemon by partial or full name, and also stop it from doing anything if there is no query in the search bar. | <https://bhutt7.github.io/wdd330/final/index.html>  <https://bhutt7.github.io/wdd330/final/scripts/main.js> |
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| Local Storage | 3 | Local Storage was not my strong suit at the start of the course, but I improved, and managed to use it to locally store up to 5 most recent pokemon viewed by a user, then access that local storage to list them on the homepage. | <https://bhutt7.github.io/wdd330/final/index.html>  <https://bhutt7.github.io/wdd330/final/scripts/main.js> |
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