

Final project - post mortem

The difficulties I faced were numerous and on my own accord. First I have a lot of problems with variable names. If I see the word over and over again, it eventually stops looking like a real word, so I end up changing them quite a bit. From generic, to specific, to just letters, then back to generic. This is especially evident with how terrible my python projects are, but I digress.

Then I try to refactor afterwards and make it look nicer, easier to read, and maybe some better functions to replace what was working just fine to begin with. Usually, I end up breaking everything in the process. I think I've got 4 directories with this same project in it and 4 or 5 different `main.js` files. Largely, the biggest hurdle I had was the `selectMenuChangeEventHandler`. It needed a number, but the DOM doesn't render integers, only strings. I kept running into the issue of it returning undefined over and over again.

Then there were the add/remove button listeners. I kept banging my head against the wall trying to figure out what was going on with my final render. The tests would pass, but when it actually finished rendering and all the JSON data had returned, I had nothing until I refreshed. In all honesty, I don't know if this is how it is meant to be or not, but I left it as is since all of the tests ended up passing. I fiddled with it for hours trying to figure it out to no avail. In fact, I actually broke it to the point where if I had a user/employee open, then switched to a new employee, it couldn't call `removeButtonListener` anymore and left me with a greyed out drop down menu. That was fun trying to figure out. I think it has to do with the needed ``event.target.listener = true`` in `toggleComments` and also my `selectMenuChangeEventHandler`.

I still have a hard time knowing how I should be defining variables. I know to never use `var` because it's kind of deprecated, `const` will leave it immutable (I think?) and `let` is for future modifications. I read advice from others online and from friends as well, and the consensus is to just use `const` until something breaks, then switch to `let`.

The most difficult part, obviously, was getting everything to fit together in one cohesive piece. When I explain my frustrations to my spouse "It's like you've been given a LEGO kit, but they didn't give you the instructions only the end picture" and that's still how it feels. It's all very frustrating, but satisfying once it comes together in one cohesive structure.

I will at least say that I thoroughly enjoyed writing the `fetchHelper` function for the `get*` functions. I wanted to avoid using global definitions since I know they can be finicky at times, so I ended up reusing the function tip you provided in the cheatsheet. I really only did it because I saw how verbose each `get*` function was and thought it was an easy pick for a refactor after I had done everything initially with regular for loops.

All in all, this was an incredibly difficult project. I started it as soon as it was available and in all honesty probably stared at a screen for entirely too long trying to figure things out. I hope the rendering thing isn't an issue, but I just couldn't figure out why it was happening.

Anyway, thank you for your time and the opportunity to learn from you. Your class and teaching style thus far has been both the best and my favorite experience thus far at FHSU.