

# launch \_code

Codergirl – Frontend

Unit 2 – Catch up day # 2

December 23, 2020

## Agenda

- Review Assignment # 2.
- Review project requirements.
- Code review for past project(s).

*Holiday break is 12/28 to 12/30, first of new year being on 1/4/21*

*I will be available on slack for questions.*

- Review Assignment # 2.

- Demo your project idea, including mockups of the design.

- Review Project requirements

[https://docs.google.com/document/d/1W3o35917j\\_T1qd8UIKgAkLz-23d07x90ayhXoKsRb0o/edit](https://docs.google.com/document/d/1W3o35917j_T1qd8UIKgAkLz-23d07x90ayhXoKsRb0o/edit)

# Code review of past projects

## Past Class Examples

[Music App](#)

[Generations](#)

[PizzaYeti](#)

[Sprout](#)

# Asynchronous JS

Synchronous – something is going on and you wait until it completely finishes and then you move on to next thing.

<https://www.freecodecamp.org/news/when-and-why-you-should-use-es6-arrow-functions-and-when-you-shouldnt-3d851d7f0b26/>

[https://www.w3schools.com/jsref/met\\_win\\_settimeout.asp](https://www.w3schools.com/jsref/met_win_settimeout.asp)

Asynchronous is where you don't wait.

Callbacks were used before ES6. Address timing issue by using callback.

Promises are more elegant way to handle data.

Promises and Promises.all

ES8 introduced async await.

<https://medium.com/engineered-publicis-sapient/javascript-es6-es7-es10-where-are-we-8ac044dfd964>

<https://www.youtube.com/watch?edufilter=NULL&v=PoRJizFvM7s>



Questions?

# Studio

Second half: project work in mentor groups

What wireframing tools are you using? Or pen & paper?

What user stories do you have so far?

Have you watched the [Wireframing guest speaker?](#)

How do you plan to organize your data/user stories?

Have you tested the flow of your project with someone yet?