

Three Big Ideas:

One big idea that I became aware of is the idea of microservices. At first I thought it was an API with extra steps, but then I realized the pros and cons for using a microservice. It is great for large projects since you can distribute work easier and not worry about implementation details. In addition, each microservice can be tested without the fear of the whole project going down. However, the con is you must interconnect each microservice together.

Another big idea I became aware of is the term called monolithic application. I was not aware of the terminology for the traditional model of software architecture. This whole time I was under the impression this was the standard way of creating large scale applications. However, now I can distinguish between monolithic and microservices as a software architecture.

The last big idea I became aware of is Agile software development. The SCRUM technique and the sprint was very helpful to me in staying organized for a larger project and making sure everything was simple and easy to focus. Moving through the steps of Agile in Sprint 1 to Sprint 2 to Sprint 3 and finally Sprint 4 made it much easier to manage a larger scale project into smaller tasks.

Two actions:

The first action I plan is to continue to use the Scrum/Agile methodology in my future self-projects to help myself stay on track and actually finish my large projects. I plan to break down my project into simpler steps and model the Scrum steps to my future projects.

The second action I plan to take is to also use the Trello's Kanban board as a task management to keep myself on track while I employ the Scrum methodology. I found it easy to locate where I was at for each stage and what needed to be done for the week. It made the implementation much smoother since I could just look at my Kanban board and work on the sprint tasks like simply sticky notes and get a sense of accomplishment since all the finished stickies/note cards could be seen on the done category.

One Insight:

One big insight I gained from the course was thinking about UI/UX and inclusivity heuristics. Normally, I just design something based on what I would think is easy to use; however, I realize it is important to consider many different factors when it comes to using an application. It is also important to help tinkerers play with the app without distraction, but also allow followers with step-by-step directions to accomplish a task. Lastly, having familiar UI/UX makes it much easier for a person to navigate a website.