# Critical Appraisal B00240424 – HTML, JavaScript, Documentation

For the project out intentions where to build a web app that displays the weather over a three day forecast for a selected number of locals in a text and graphical format, we would be doing this by using RSS Feeds provided by the BBC by using a jQuery plugin called jGFeed to return the feed information as a string. The development of the application went well we managed to achieve all the goals set out for the basic version of the application and because we finished with time to spare we managed to add in nearly all bar one of the extra’s we had planned if time allowed. These extras included an auto fill search bar to replace a drop down menu, animated graphics and a custom created theme using jQuery Mobiles themeroller.

When we were decided on the format to make the application I was wanting to create it as a Web App and that is what we finally choose to creating it as, my reasoning behind creating it as this format is that it gives the application the ability to be run on a wide range of devices as long as they have a WebKit supported browser. The drawback to this however was that by it being a Web App it could be harder to get users to the site and use the application. I did look at creating it as a native application for a specific operating system such as Android or IOS, the pros to creating it as a native application such as Android meant that we could upload it to the Google Play store and that means it would be easier for people to find and use our application. Ultimately though I felt that with the application being able to run across multiple platforms instead of locked to one feels more beneficial and useful to me and I am happy as a team we decided to create the application as a Web App.

My knowledge of JavaScript in the team was the strongest so I was given the task to create it for the application. When I was first starting the project understating how the jGFeed worked was the hardest task for me, so I started by playing around with the code to get a better understanding of how it worked and by doing this I realised that the entry.title was what stored the information we needed to display the information about the forecast, so once I had discovered this I created and array and entered them into it so I could easily access the strings individually. Once this was done I realised that all we had to do to display the information in the layout we designed was for me to use string methods to manipulate the different individual strings, I feel if spent more time looking at the jGFeed and doing some smaller applications with it I think I could have gotten a better understanding of the API and possible made the code even more efficient.

Once the basic version of the application was completed I started to implement to additional features we wrote about in the design document, the first feature we added was a search bar to make it quicker for the user to find their location. We did manage to get this implemented but it took a lot of time to find the HTML source on the jQuery Mobile page, the next feature I implemented was using the geo-location to get the weather forecast for the users location. This took a lot of work I had to search for an API to convert latitude and longitude into a post code and the only one I could find was the Google maps API, it took me around seven hours of straight coding to get the API to simply return a postcode but I was ecstatic that I managed to get it working. I do feel the code could be tidied up in the future if I were to spend more time learning about the API, while testing the application on a wide range of browsers on multiple devices and desktops I learned that there was some inconsistency’s with some of them which was quite annoying but for the majority of them the application works perfectly as intended and the ones that don’t only have the problem of no geo-location and some places take a bit of time to update their forecast data. I am not sure why exactly this happens if it is just to do with what certain devices can do or because there is a problem with jGFeed and updating the feed information, but after testing it in the browser debugging I was happy to see that even though the wrong information was returned by jGFeed our application handled the information as expected. I would be interested to use a different RSS reader API in the near future to help see if it could possibly fixes these issues.

Over all I am happy with how the application turned out and we got it running across android and IOS devices on a variant of browsers, one of the main things I learned while creating the application is that arrays in JavaScript can be used to set attributes to different elements created in the HTML document such as div and image elements. I feel if I realised this at the start I would have saved some time by not needing to copy and paste a lot of code, this could have caused errors such as having declaring the wrong element id or missing out certain parts of the coded needed. From creating this application I think I should keep working on my basic knowdlede as well as more advanced techniques with HTML and JavaScript knowledge to help understand more about them both, I feel if I were to have a better understanding on how more of the JavaScript and HTML works not just my applications would benefit but creating the initial and final documentation would benefit from it.