Emily Kaneff

Project and Portfolio 1

Week 2 in Review

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<https://github.com/ekaneff/Emily_Kaneff_Portfolio.git>

At the beginning of this week, I knew that I needed to do more practice with object orientated programming. My list was easy to make, since I knew exactly what I needed to work on. It consisted of tasks such as completing the PHP course on CodeAcademy, working on a fortune teller project in Java, and making a basic mock-up in Illustrator. I also aimed to go to the library to do some study on different design elements, but I ended up doing research online instead.

Before anything else, I wanted to get through the PHP course since I knew it was going to take me a significant amount of time. I realized about two or three modules into the course that I was already fairly familiar with most of the logic and basic syntax of the language, simply due to my prior knowledge in Java. I made sure to pay extra attention to the arrays and the loops, since those are two of the things that I felt I really needed more practice on logic wise. During the courses, I tried to experiment as much as I could before moving on to make sure that I was really understanding everything the lesson wanted to teach. I hope to do more practice with coding through other courses such as the Ruby course and the JavaScript course.

After completing PHP, I felt confident in my skills with code, so I decided to delve into the task that I was most worried about: the fortune teller. I knew that I didn’t remember a lot of the syntax from Java since the class was a couple months ago, so I was worried about how I was going to get through it. With the help of a fellow classmate also in my major and Google, I was able to successfully make a program that acts as a simple fortune teller. It isn’t perfect, since there is no fail safe for user input, but I plan to improve on it in the remaining weeks of this course.

The final task on my list was to make a mock up of a website that I could potentially make in the future. In the design class I took last month, we made interfaces in Illustrator of a potential app that we thought of for a variety of devices. However, we never were able to make interfaces for the web aspect of the app. This week, I wanted to make that web interface. Doing this helped me to get better in Illustrator, as well as get practice on different design elements on websites. In the future weeks, I plan to add more interfaces so that people can see everything that the website may be able to do one day.

In this release of my repository, I have uploaded the interface, the fortune teller code, and snippets of my work throughout the CodeAcademy course. I also kept the logs going throughout the week. Next week, I hope to improve on my code and make more interfaces, as well as take on a whole new coding language.