CS 150 Lab Report 02

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Lab Report

A lab report with filename `cs150lab02.pdf` is to be submitted as well with answers to the following items:

1. How did you find the exercise in terms of enjoyment, ease, learning, usefulness, etc.?

   ANSWER: I actually enjoyed the laboratory exercise for the most part since it deals with creating a game which I am familiar with. While I am not that experienced when it comes to DOM manipulation, viewing the lab primer as well as browsing the documentation gave me a huge head start on how I would tackle the checkpoints given. Actually the checkpoints of the lab are a great addition when it comes to learning the laboratory exercise since it manifests build up in developing the game from scratch, requiring extensive use of knowledge in the topics discussed to proceed smoothly.

   This exercise also gave me exposure to web development schemes since I do not have real experience with them. My previous experience with HTML was a *bit* rusty since it was years ago since I touched that language. However, because of this laboratory exercise it gave me a new light in learning this topic and an insight on how professional web developers look at web development as an organized schema of web elements.

2. How long did it take you to finish each item?

   ANSWER: Finishing **Checkpoint 1** took me 30 minutes, which undoubtedly is the easiest part in the lab exercise. Most of the time I spent here went to (re)familiarizing with HTML input tag, `XMLHttpRequest`, and other components.

   Checkpoint 2 served to be the heaviest component of the checkpoints in terms of event handling, since I have to familiarize and understand the concept of *event listeners*, as well as making sure of the guesses and their counts. This checkpoint took me around 2-3 hours of working time.

   Relative to the previous checkpoint, **Checkpoint 3** is quite a breeze since I do not have to bother much about unique events, although I have to consider the addition of logical elements to verify the correct, misplaced, and/or absent letters relative to the answer. This checkpoint took me around 45 minutes to 1 hour of working time.

   However, despite its name, the **Bonus** part served as the most time consuming since I have to pretty much *undo* the things done in the previous checkpoints but retaining the logical elements behind them to apply more event handling techniques for completing the game. This part took me 3-4 hours of working time.

3. How could this exercise be improved?

   ANSWER: In my opinion this exercise is alright by itself already, but if I am given such opportunity to suggest improvements, I would suggest a mix of data structure and algorithm exercises in between as a bonus part so that we can see the data structures and algorithm lessons that we have learned before in CS 11/12/32/33 in action.

4. Please state which items you have answers for:

   (a) **Checkpoint 1** (Word List Fetching, 30pts): Done

   (b) **Checkpoint 2** (Hintless Wordle, 30pts): Done

   (c) **Checkpoint 3** (Barebones Game, 40pts): Done

   (d) **Bonus** (Complete Game, +20pts): Done