

Implementing An Idea

Going from design to implementation is a formative movement in the design process — the closest thing a project has to a “birth.” This case is unique in that the implementation was not intended to be a direct iteration from the design phase (only minimum functionality was required), yet a functional product feels more like going from 0 to 1 than from 1 to n. As is the case with most present-day web projects, this implementation came with its share of frustrations. Coming from the lab where everything was organized in neat `` structures, the ideas of “parent” and “child” elements were abstracted when I adapted this knowledge to the world of divs and spans. In specific, I had issues with removing tasks that users added themselves (as opposed to tasks hardcoded in HTML for purpose of example).

On a higher level, using HTML was unfamiliar enough that I spent a lot of time thinking about content organization — it took some thinking to deduce a reasonable method for using divs, spans, and other HTML objects in a cohesive way. Moreover, choosing a method of implementing some aspects of to-do lists was non-trivial; I find using most date-choosers to be incredibly tedious. To avoid this interaction, I decided to use a javascript library called *chrono* that uses natural language processing to interpret natural english expressions of time into JavaScript *Date* objects. However, using external libraries always has some kind of learning curve, though I was able to integrate this NLP feature with relative ease. In addition to *chrono* I also used a couple of StackOverflow posts when I had issues with jQuery syntax.

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