

1. .
 - a. I wanted to learn a lot, and also the travel opportunities.
2. .
 - a. .
 - i. Just a little bit, I think Alejandro's videos wasn't so clear.
 - ii. Youtube videos, documentation, StackOverflow helped me a lot in my try to learn.
 - iii. No.
3. .
 - a. First, I tried to understand all the requirements, and learn javascript and jquery basics, and then, design the visual things of the project.
 - b.
 - i. Whenever and wherever I had time to work on it.
 - ii. At least 10.
 - iii. Youtube and StackOverflow mostly.
 - c. No.
 - d. From ironhacks's github, I only used a little the javascript video, and used the example as "basis".
 - e. First week's discussion was almost null, only a question about google maps, and I answered it.
 - f. It was as I thought, so I had no frustration or extra happiness
 - i.
 1. I just used it to compare my app vs other apps, I first looked the running app, and sometimes the code after it.
 2. In the code, I used to search things I thought could be useful for me, in the app I used to look for cool things.
 3. Sometimes I tried to implement cool things of some apps in mine, but I didn't did it more than 2 or 3 times.
4. .
 - i. For submissions 2 and 3 I had a lot of advance, but then I saw Ironhacks was taking me a lot of time, and I had a lot of end of semester work, so I stopped and did no more for ironhacks's app.
 - ii. **Phase number 3**
 - iii. Learn/code/look for errors/solution problems/try to improve.
 - iv. When I saw I had no enough time for Ironhacks 😞.
5. .
 - a. Better organize my time, and stay doing the app until the end.
 - b. I have no previous experience on hacking competitions, so I can't answer this question.
6. .
 - a. Actually, I have no plans for the app.
 - b. Finish the app as best as possible, just for self-satisfaction.

7. If possible, try to do the competition about march/april, or September/October, so the future IronHackers will have less University work, and will spend more time doing the app for Ironhacks.