# WDD 330 Portfolio

This document will be used for your final course assessment. You should update it throughout the course when you demonstrate these principles. At the end of the semester you will record a brief video highlighting your experiences listed in this document.

Feel free to add more rows to any of the tables to provide enough space for you to describe your experiences.

## Introduction

Name: Joschua Kleine

Video Link: <https://github.com/j-kleine/wdd330-walruswaves/tree/main/courseDocuments/portfolioVideo>

## Course Outcomes

The following are the course outcomes of WDD 330:

1. Become more efficient at applying your innate curiosity and creativity.
2. Become more dexterous at exploring your environment.
3. Become a person who enjoys helping and learning from others.
4. Use a divide and conquer approach to design solutions for programming problems.
5. Finding and troubleshooting bugs you and others will have in the code you write.
6. Developing and debugging HTML, CSS, and JavaScript programs that use medium complexity web technologies.

To complete this course, you need to demonstrate your skill in these areas. Outcomes #1-5 demonstrate your personal development and are most easily shown through self-assessment and sharing experiences. Outcome #6 demonstrates your programming skill and is shown through code and experience in projects.

## Personal Development Outcomes

For each of the personal development outcomes you need to rate your development according to the following scale:

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| --- | --- | --- |
| **Rating** | **Title** | **Description** |
| 1 | Unsatisfactory | You have not made progress in this area. |
| 2 | Developing | You made some progress in this area, but fell short of expectations. |
| 3 | Proficient | You are progressing nicely in this area and meet expectations. |
| 4 | Mastery | You have made significant progress in your development in this area and have gone above and beyond what most students would do. |

For each course outcome, you include your rating of your development and list examples of times that you demonstrated this principle.

The following is an example of what is expected:

|  |  |  |  |
| --- | --- | --- | --- |
| **Outcome** | **Rating (1-4)** | **Week in**  **the course** | **Description of Example** |
| Become a person who enjoys helping and learning from others. | *3* | *Week 01* | *I was the first person on my team to figure out how to use all the technology we would need for the project. I took the time to meet one-on-one with two of my teammates to help them get everything set up.* |
| *Week 04* | *At the end of our first project, one of my teammates was really having a hard time figuring out how he could contribute to our project. My natural instinct in this case would have been to get the problem done on my own, but instead, I worked together with my teammate to get him started and then I followed up with him afterward to make sure he was able to get his task done.*  *This definitely took more of my time, but I was really glad to see his spirits lifted as he made progress.* |
|  |  |

In the following table:

1. Add your self-assessment rating for each outcome.
2. List several examples of places you personally demonstrated your skill in each outcome.

Feel free to add more rows to this table if needed.

|  |  |  |  |
| --- | --- | --- | --- |
| **Outcome** | **Rating (1-4)** | **Week in**  **the course** | **Description of Example** |
| Become more efficient at applying your innate curiosity and creativity. | 4 | Week 3 | After I finished my current task and made sure everything works, I started to experiment a bit with different button designs and hover and click effects on the sleepoutside website to see how these different approaches effect the feel and appeal of a website. |
| Week 7 | This course was very good practice for me to learn how to control my curiosity when necessary. I often catch myself reading or seeing something interesting somewhere and then following down a rabbit hole, and even though it is mostly course/topic related, I usually have something more important to do at that point. In the past few weeks, I have become more efficient in not reading about more ways how to animate a CSS loading animation, but instead getting back to my initial research and work and focusing on the task at hand. |
|  |  |
| Become more dexterous at exploring your environment. | 4 | Week 1 | In the beginning I found it to be quite a lot what I had to do to set up everything for the course, but the more I learned, did and accomplished, the easier it got to take on challenges (e.g. getting Netlify to run properly) |
| Week 2 | I really enjoyed learning more about Git(Hub) and the ways our project was set up with vite. I found it to be complicated and confusing at first, but getting used to utilizing it regularly helped me a lot and motivated me to learn more about different ways of applications for it. |
| Week 4 | While planning my Final Project, I started exploring a lot of tools that could help me and that are important to make the process more efficient. I managed to create a few categories with bookmarked articles, tools and resources which made this task a lot easier. |
| Become a person who enjoys helping and learning from others. | 4 | Week 1 | In the beginning, our team had some difficulties getting started, so I began reading more focused about everything we needed for the course. I ended up being the person to setup our GitHub repo and our Trello board and then got to show my teammates what I had learned and how our routine would go in the coming weeks. |
| Week 3 | I enjoyed a lot having the opportunity to find solutions for problems together with the other students, not just with those in my team, but also the general group. When working on my task to add a superscript to the sleepoutside cart symbol, I was having some trouble at first, but after some counseling with other students, I got it to work. |
|  |  |
| Use a divide and conquer approach to design solutions for programming problems. | 4 | Week 1 | Getting to know the outline of the team project was great to see how a project could or should be structured to make it easier for everyone to know what they should be doing at what point. |
| Week 4 | Working on my Final Project: Application Proposal helped me a lot with learning to apply the divide and conquer approach. At first, the task seemed way too grand to me, and I didn’t feel like I could give my idea a good and working structure. But sitting down and having a rough outline to follow enabled me to learn more about the significance of smaller bites instead of chewing on the whole right away. |
|  |  |
| Finding and troubleshooting bugs you and others will have in the code you write. | 4 | Week 2 | Together we worked to find and resolve a bug that was occurring on one of our branches and compared it with those that were working fine to see what should be changed. |
| Week 4 | I spent a lot of time with one particular error that seemed to be server related and I couldn’t figure out how to resolve it. After much research and struggle, I ended up fixing it in 5 minutes approaching the problem from another angle, identifying the actual problem to be on my side (of course). |
| Week 6 | For my final project, I wanted to have most of my web app working without any reloads. I had to spend a lot of time fixing errors when trying to connect all my different functions, and initially had a lot of trouble connecting and weaving them together with for example some eventListeners. But I think I got it all to work! |

## Skill Development Outcome

The final course outcome is: *Developing and debugging HTML, CSS, and JavaScript programs that use medium complexity web technologies*.

This outcome is demonstrated by your skill in the following learning objectives:

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| --- | --- |
| **Learning Objective** | **Description** |
| JavaScript | Robust programming logic is demonstrated.  For example, validating the screen data, looping through an array of JSON data to display to the screen, creating and using events, changing element styles with JS, changing element classes to use different CSS rules. |
| Third-party APIs | APIs are used effectively, including APIs that provide rich JSON data. |
| JSON | Demonstrate skill processing JSON data to dynamically update the website. |
| CSS | Appropriate use of Transforms and Transitions. For example: Add round the edges to DIV, add shadows. enlarge an input field on focus, and shrink it on blur, Add borders. CSS should subtly add style to a page. |
| Events | Use events to enhance the user experience. For example, increase the size of the input field on focus or add a shadow. React to a button click. Initialized the page with data once the onload event triggers. |
| Local Storage | Local storage is used effectively. |

These learning objectives are rated on the following scale:

|  |  |  |
| --- | --- | --- |
| **Rating** | **Title** | **Description** |
| 1 | Unsatisfactory | Very little if any work was shown in this area. |
| 2 | Developing | The learning objective was shown in very basic ways. |
| 3 | Proficient | Effective use of the learning objective was shown in multiple places. |
| 4 | Mastery | Extensive use of the learning objective was shown in non-trivial ways in many places in the code. |

For each learning objective, provide rate yourself in this area, then list several examples of places you personally demonstrated your skill.

The following is an example of what is expected:

|  |  |  |  |
| --- | --- | --- | --- |
| **Learning Objective** | **Rating**  **(1-4)** | **Description** | **Link to Code** |
| CSS | 3 | *I spent a lot of time choosing colors that would complement each other.*  *I used CSS to make the input field bigger when it got focus and to shrink it when it lost focus.* | *https://event-planner-app.github.io/edit.html*  *https://event-planner-app.github.io/styles/main.css* |
| *What CSS did you use that was new to you in terms of selectors? Were you efficient in your use of CSS. Did you check for unused or unnecessary CSS? What does cssstats.com tell you about the maintainability of your CSS application.* | *https://event-planner-app.github.io/index.html*  *https://event-planner-app.github.io/styles/main.css* |
|  |  |

In the following table:

1. Add your self-assessment rating for each learning objective.
2. List several examples of places you personally demonstrated your skill in each area.

Feel free to add more rows to this table if needed.

|  |  |  |  |
| --- | --- | --- | --- |
| **Learning Objective** | **Rating**  **(1-4)** | **Description** | **Link to Code** |
| JavaScript | 4 | Validating the sleepoutside form data | <https://github.com/j-kleine/sleepoutside/blob/main/src/js/CheckoutProcess.mjs> |
| Dynamically rendering content to display different pages with one HTML file | <https://github.com/j-kleine/wdd330-walruswaves/blob/main/src/scripts/homePage.mjs> |
| Handling APIs, creating different URLs and different JSON requests dynamically depending on the choices and inputs of the user | <https://github.com/j-kleine/wdd330-walruswaves/blob/main/src/scripts/utils.mjs> |
| Creating functions returning HTML markup to display in multiple places without having to rewrite every time | <https://github.com/j-kleine/wdd330-walruswaves/blob/main/src/scripts/utils.mjs> |
| Third-party APIs | 4 | Handling a server API to get product data and wait for responses | <https://github.com/j-kleine/sleepoutside/blob/main/src/js/ExternalServices.mjs> |
| Accessing a weather API with different parameters depending on the input of the user | <https://github.com/j-kleine/wdd330-walruswaves/blob/main/src/scripts/utils.mjs> |
| Having different APIs come together on one page and handling different request depending on the units chosen by the user | <https://github.com/j-kleine/wdd330-walruswaves/blob/main/src/scripts/utils.mjs> |
| JSON | 4 | Practicing retrieving data from larger JSON files with sleepoutside backpacks, sleeping-bags and tents | <https://github.com/j-kleine/sleepoutside/tree/main/src/public/json> |
| Using a JSON file to store the data related to a drop-down select input to retrieve latitude and longitude of locations | <https://github.com/j-kleine/wdd330-walruswaves/blob/main/src/scripts/utils.mjs> |
| Retrieving the data of APIs in JSON format, filtering for specific data in larger file | <https://github.com/j-kleine/wdd330-walruswaves/blob/main/src/scripts/utils.mjs> |
| CSS | 4 | Changing existing CSS to individualize a project | <https://github.com/j-kleine/sleepoutside/blob/main/src/css/style.css> |
| Using a normalize.css | <https://github.com/j-kleine/wdd330-walruswaves/blob/main/src/styles/normalize.css> |
| Planning the design and styling of my project, creating different color schemes to see the visual effect and appeal to the user | <https://github.com/j-kleine/wdd330-walruswaves/blob/main/courseDocuments/W04FinalProject_Proposal-WalrusWaves-JKleine.pdf> |
| Importing fonts from the Google API | <https://github.com/j-kleine/wdd330-walruswaves/blob/main/src/styles/base.css> |
| Using CSS :root variables, media queries, hover and onclick events, keyframe animations | <https://github.com/j-kleine/wdd330-walruswaves/blob/main/src/styles/base.css> |
| Events | 4 | Creating events to handle clicks on Add to Cart button | <https://github.com/j-kleine/sleepoutside/blob/main/src/js/ProductDetails.mjs> |
| Listening for event to unfocus form input and to click on submit button in checkout | <https://github.com/j-kleine/sleepoutside/blob/main/src/js/checkout.js> |
| Listening to load to render initial home page content | <https://github.com/j-kleine/wdd330-walruswaves/blob/main/src/scripts/main.js> |
| Creating a menu bar with icons and eventListeners to have buttons | <https://github.com/j-kleine/wdd330-walruswaves/blob/main/src/scripts/homePage.mjs> |
| Local Storage | 4 | Write and retrieve data to and from localStorage to save and display the shopping cart of the user | <https://github.com/j-kleine/sleepoutside/blob/main/src/js/ProductDetails.mjs>  <https://github.com/j-kleine/sleepoutside/blob/main/src/js/ShoppingCart.mjs> |
| Using it to get the select option of the user and save it with a key to localStorage to be later retrieved and then used to find data in a JSON file | <https://github.com/j-kleine/wdd330-walruswaves/blob/main/src/scripts/utils.mjs> |
| Saving a standard unit choice to localStorage on page load to then enable the user to customize the units of the weather app, actively writing and retrieving the key and value | <https://github.com/j-kleine/wdd330-walruswaves/blob/main/src/scripts/unitSwitcher.mjs> |