

Assignment 6A: Reflection

Although there were still a lot of bugs along the way, the process went much smoother compared to last time. I was able to create the HTML pages and CSS styling more efficiently and spend more time on writing the functions in JavaScript. The biggest issue occurred when I was creating the javascript functions that record user input and passing the values to the confirmation page. It was my first time implementing javascript functions on my own. To solve this problem, I first made a brief plan of what features should be implemented and how the user input should be stored (data structures). I searched up online tutorials and tried multiple ways of retaining values when switching HTML pages, and fortunately it was solved eventually.

Besides the issue, I learned a lot about writing JavaScript functions as well as styling different classes and elements in CSS. When I was reviewing my code for assignment 5, I realized that it was very unorganized and there were many redundant “div”s and classes. Hence, I also reorganized the code and added comments to make the code look cleaner and easier to understand this time. The id names of buttons and other elements like tables are also renamed to unify the names used in this project.

As I was coding the prototype, I found some design that I would want to modify to make the navigation smoother. This was also a lesson I learned – iterative design is indeed more reliable and effective than a waterfall design approach. Due to the limited time working on this prototype, despite doing the user testings, it is still challenging to finalize the prototypes by now. Overall, I believe I will become more and more familiar with the programming tools and the design approaches through such thorough practice.