JS Assignment 1 Project 2
Documentation

Overview The purpose of the test is our knowledge of javascript, css and JSON. The main features in this are the Dynamic HTML and the ability to incorporate JSON files:

Constraints

• Browser support is latest Chrome or Firefox.

• No full frameworks such as angular or backbone are permitted although libraries such as jQuery, templating tools, AMD etc. are all acceptable.

• Exactly replicating the design pictured above isn't necessary.

• A written description and/or comments in your code explaining the rationalisation behind your architectural decisions, and what you would have done with more time, is acceptable.

Background Ive never developed any app based in javascript before and I have a limited knowledge of HTML.

Considering the amount of time I had for this particular challenge, I tackled it based on what I felt was most important:

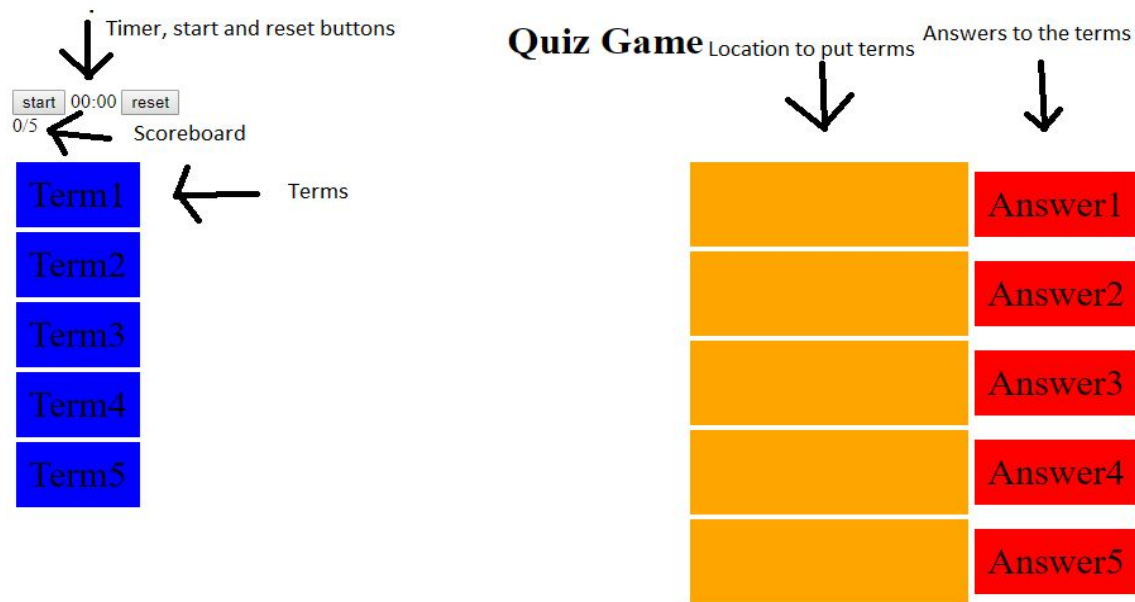1. Dynamic HTML to get all the information during runtime

As such, I used JSON to store all the questions and answers for the file and called them in to set up the Quiz.

I tackled the project as follows:

1. design diagram (schematics) (2 hours, trying to figure out all that I would need to get this project working properly)

1. quiz.html (6 hours) 2.quiz.js(8 hours) 3. quiz.json (1 hour) 4. styles.css (1 hour) This document was written in an ongoing manner during development

Diagram

Timer, start and reset buttons

Quiz Game Location to put terms   Answers to the terms

start 00:00 reset
0/5 — Scoreboard

Term1 — Terms
Term2
Term3
Term4
Term5

Answer1
Answer2
Answer3
Answer4
Answer5

Potential Improvement
There are many things that can be done from this work in order to improve upon it. The list is far from exhaustive by any means.

1. Getting the undo button to work as intended 2. Formatting all the javascript into one javascript file
3. adding unit test and functional test 4. Look and feel of the app. 5 Code optimization.

Conclusion

Considering the many JS based framework out there, we rarely see projects where an entire web application is based on a DIY (Do It Yourself) JS framework. Typically, Angular JS, jQuery, React JS, as well as other templating and UI libraries will be used, or the use of framework like ExtJS which is a one-stop framework with all the necessary architectural design patterns and UI widgets will be used.

So, this exercise, and the time constraint I had to deal with, was to demonstrate the ability to quickly learn and manage Front End Architect design patterns and implementation. Documentation and up-front preparation are key to a successful implementation, which is why I've put much energy towards the building of the document, because in this line of work, not only must we be clever in how we perform our task, but we must also be able to clearly document and inform those around us.

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