



University of the Philippines
"Shaping Minds that Shape the Nation"

Laboratory Report 2 in CS 150 (*Wordle clone*)
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"Cheating is a form of intellectual dishonesty that will not be condoned. Anyone caught cheating shall be dealt with in accordance with the rules on student conduct and discipline. Cheating is punishable with a grade of 5.0 in the course and/or (1) suspension for a period of not less than one year; or (2) expulsion from the university."

1. I think my output speaks for itself. CSS was hard to learn at first but as I visit more sites, I learned its quirks and system. Typescript was easy although I got stumped a little on the duplicated misplaced test case (ex. setting the entire guess as a single letter with at least a letter either misplaced or correct).
2. If I just did the bare minimum, I should finish item 1 in 2 hours (grasping the ropes), checkpoint 2 in 1 hour, checkpoint 3 in 1.5 hours and the bonus game in 1.5 hours. However, it took me two days (one 14-hour session and a 5-hour one) due to CSS, OCD and resting.
3. More bonus points for additional stuff. Rewarding the student for overdoing the requirement.
4. In general, I did *more than* (and improved upon) the specifications. I made sure that it functions the **same** as in the real wordle game.
 - (a) Everything. Checkpoint 1 should fetch well.
 - (b) Yup! Checkpoint 2 was committed.
 - (c) Even the barebones had nice CSS animations.
 - (d) Please let me know if something doesn't work. In my end, I've tested on every possible test case (even the edge cases). The animations may break depending on the machine, though (for example running on a laggy computer can mess with the javascript setTimeout() assignments). In my end, it works well. **This is INDEED a wordle CLONE.**

END OF HOMEWORK

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