Reflection:

1. I learned that you can set an image as the background to the navigation bar by adding style=”background: url(‘image.jpg’) in the <nav> heading.
2. I reused code from a previous iBIT exercise to create the quiz questions, so it saved my tons of time.
3. I learned how to add animations, like hover to change color to the trivia button so that it feels more user friendly.
4. Most objects in space rotate, so I added a rotation feature to the planets and sun to give that feel.
5. To make an animation on windows you must add webkit-animation function under you specified element in the css file.
6. Then set a name for the animation and then create function @keyframes animationName {} that contains how the animations works.
7. The rotate function for the sun and planets contained a starting transform point and an ending transform point which moved with the time I set.
8. The Space Talk logo glow used these animations and it was easy because once you import the animation kit you just have to add a function to say how the glow will work.
9. The glow function was just text-shadow increasing by pixels.
10. The flicker in the heading texts increased by opacity.
11. For my tic-tac-toe game I created a board object that was just a table element and added three ‘tr’ children to it which acted like the rows. Eventually it become a 3x3 box.
12. Within each ‘tr’ child was a ‘td’ cell with an innerHTML which would hold the user input of X or O.
13. Creating the table in the javascript file allowed me to use .setAttribute() to edit the table in the code.
14. The EventListener is used to check which cell the user clicks and assigned an X or O depending on whose turn it is.
15. Each cell had an ID which would later be used to tell if the active player won or lost.
16. The X’s and O’s are kept track of by an array which maps them to an ID.