W01 Reading Notes

WDD 330

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I am trying to thoroughly read through the readings for w01, but I find myself lost on the sections for the “doing Stuff with Web Things” readings. It says to start on the sections on Local storage, but I am not finding any such sections. I am reading through chapter 2 just to be sure, but the referenced pages do not display the information as described in the instructions for the reading.

For the portfolio I was able to create my portfolio and get it working with vs code and GitHub. We used a similar type of organization method in Web Frontend 1. So, this came pretty easy to me. Keep it simple and functional and add notes as necessary. I wasn’t quite sure how to implement the JavaScript mentioned [here](https://byui-cit.github.io/cit261/resources/portfolio.html#:~:text=Dynamic%20Table%20of%20Contents). But I did allow for the table of contents to be created in the same way as was shown in the example.

I also checked the example for any linked JS that could be shown to replicate it, but I didn’t see any. Please if anyone reads these could that be clarified to me?

Also, it seems like this class needed a subscription to site point. The access code is available through the BYU Idaho bookstore but, seeing as we are online students located outside of Idaho the code needs to be shipped to us. I will keep an eye on my email to see if it is sent to me there, but it appears like they are sending me in the mail an actual physical code to use to login to site point.

I will try to find an alternate way to watch the videos, but I don’t believe this is explained well enough on the instructions in the syllabus.

I found the first video for free so I will take notes on that.

I love how it talks about how personal computers are shifting forms. The smart phone needs to become how we focus on developing apps. From a UX perspective if we want our app to be used and interacted with you really need to push for mobile design first. Once that is nailed down you can really start to focus on the design of larger screens and different types of input other than touch screens.

This reminds me of an assignment I just completed in Advanced CSS. We were instructed to recreate a website without modifying given HTML. The instructor stated that this would be easier if we designed first for mobile then modified that design for larger screens as we went.

This was mostly what was covered in the first video; however, my wife is a UX designer for Family Search right now. So UX is a focus and frequently visited topic discussed in our household. I fully agree that building your app or website to be mobile first is the future. It is what is needed and should be the standard.