# WDD 330 Personal Development

This document will be used in your final course assessment.

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## **Course Outcomes**

The following are the course outcomes of WDD 330:

1. Become more efficient at applying your innate curiosity and creativity.
2. Become more dexterous at exploring your environment.
3. Become a person who enjoys helping and learning from others.
4. Use a divide and conquer approach to design solutions for programming problems.
5. Finding and troubleshooting bugs you and others will have in the code you write.
6. Developing and debugging HTML, CSS, and JavaScript programs that use medium complexity web technologies.

To complete this course, you need to demonstrate your skill in these areas. Outcomes #1-5 demonstrate your personal development and are most easily shown through self-assessment and sharing experiences. Outcome #6 demonstrates your programming skill and is shown through code and experience in projects.

## **Personal Development Outcomes**

For each of the personal development outcomes you need to rate your development according to the following scale:

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| **Rating** | **Title** | **Description** |
| 1 | Unsatisfactory | You have not made progress in this area. |
| 2 | Developing | You made some progress in this area but fell short of expectations. |
| 3 | Proficient | You are progressing nicely in this area and meet expectations. |
| 4 | Mastery | You have made significant progress in your development in this area and have gone above and beyond what most students would do. |

For each course outcome, you include your rating of your development and list examples of times that you demonstrated this principle.

The following is an example of what is expected:

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| **Outcome** | **Rating (1-4)** | **Week in**  **the course** | **Description of Example** |
| Become a person who enjoys helping and learning from others. | *3* | *Week 01* | *I was the first person on my team to figure out how to use all the technology we would need for the project. I took the time to meet one-on-one with two of my teammates to help them get everything set up.* |
| *Week 04* | *At the end of our first project, one of my teammates was really having a hard time figuring out how he could contribute to our project. My natural instinct in this case would have been to get the problem done on my own, but instead, I worked together with my teammate to get him started and then I followed up with him afterward to make sure he was able to get his task done.*  *This definitely took more of my time, but I was really glad to see his spirits lifted as he made progress.* |
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In the following table:

1. Add your self-assessment rating for each outcome.
2. List several examples of places you personally demonstrated your skill in each outcome.

*Feel free to add more rows to this table if needed.*

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| **Outcome** | **Rating (1-4)** | **Week #** | **Description of Example** |
| Become more efficient at applying your innate curiosity and creativity. | 4 | Week 3 | I realized that after creating a public folder and moving items into that folder based on the instructions provided, the images stopped showing on the site as well as on the products individual pages. Solving this at first didn’t seem easier, however, after researching and thinking, I realized that I had to include image referencing to my shoppingcart.mjs file Source: <https://github.com/nessKenya/WDD-330-team-4/commit/692e4880f820bafc2aa36078059a765d9aac6ccf>  Site: <https://sleepoutsideteam4.netlify.app/> |
| Week 4 | I was curious to know how *Animating cart (backpack) icon when item added to cart* works. It was easier getting the animation working by expanding in size, however, it interfered with the product count as when it grows and shrinks, the product count doesn’t grow with it. I did some trial and error until I figured it out and it worked fine.  Source: <https://github.com/nessKenya/WDD-330-team-4/commit/59862e3d9b8d2539155dc81b72f682434ab6cc23>  Site: <https://sleepoutsideteam4.netlify.app/> |
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| Become more dexterous at exploring your environment. | 3 | Week 1 | It has always been my interest to fully understand version controls and working between my local files with a remote repo. I was able to set up the repo for the group work and added the rest of the team members to it.  Source: <https://github.com/nessKenya/WDD-330-team-4/commit/6e1f59df90ca7ba6f308c4889bcd918ec56d45f6> |
| Week 1 | Linking Netlify with Github repo was interesting. I learnt that Netlify allows for the app production in the manner of build. So just as I have installed lint which through commands like lint run build, builds my production, Netlify does the same online and has a way that I can put my product keys.  Site: <https://sleepoutsideteam4.netlify.app/> |
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| Become a person who enjoys helping and learning from others. | 4 | Week 1 | I reached out to all team members and despite the instructor having grouped us based on time that worked for us, I asked the team members when they feel is the right time to meet. Additionally, I added them to the group Github repo so that they can contribute towards our team project.  Site: <https://github.com/nessKenya/WDD-330-team-4/graphs/contributors> |
| Week 2 | I realized that instead of creating their own branches first and committing their changes to that branch through pull requests, the members were making changes directly to the main repo without resolving conflicts. This was causing our app to crash and not work. So I guided the members and asked them to use pull requests, then let someone else review their work and merged. This worked fine.  Site: <https://github.com/nessKenya/WDD-330-team-4/pulls?q=is%3Apr+is%3Aclosed> |
| Week 4 | I realized that one of the team members forgot to use pull requests and let someone to merge the work. I had the urge to make the changes myself and correct what the person had done, however, I decided to reach out and to ask her to try and correct the issue. Some of the things broken included the images not working, the checkout form not having the totals, the remove products functionality not working, among other things. I am glad that she solved them all and got our app back to where it was at final work.  Source: <https://github.com/nessKenya/WDD-330-team-4/pull/21/files> |
| Use a divide and conquer approach to design solutions for programming problems. | 3 | Week 4 | I used this approach from week 1, however, it was impactful in week 4, “*Error Checking and Validation*.” Figuring out what is causing an issue to a code requires time. I broke down the files and segmented the lines of codes, that way, I was able to add Catching the error function to my ExternalServices.mjs. This applied also to validating the form.  Source: <https://github.com/nessKenya/WDD-330-team-4/pull/14/files> |
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| Finding and troubleshooting bugs you and others will have in the code you write. | 4 | Week 3 | After creating the partials folder in public folder, the images both on the product and home page stopped displaying. I used the Browser Console to debug by checking where the issue was. I communicated this with the rest of the team and them too didn’t know where the issue was. After much research and checking the browser console, I figured out the issue came with moving files into partials folder without referencing them.  Source: <https://github.com/nessKenya/WDD-330-team-4/commit/692e4880f820bafc2aa36078059a765d9aac6ccf>  Site: <https://sleepoutsideteam4.netlify.app/> |
| Week 4 | Animating the cart came with its issues such as it was growing and not shrinking back to origin size despite adding the time to it. Also, when shrinking, the items on cart count wasn’t displaying. I used again browser console on Mozilla to see where the issue was. Solving it involved adding the CSS transform feature and changing the transition feature. Also, making changes in the appropriate MJS and JS files sorted this out.  Source: <https://github.com/nessKenya/WDD-330-team-4/pull/15/files>  Site: <https://sleepoutsideteam4.netlify.app/> |
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