Funbot Joke Generator learning takeaways

I’m a Product designer(UX/UI), and I’ve a background in Electronics & Instrumentation engineering.

During both my studies I came across the basic fundamental learning of Codings.

During Engineering I’ve learned the basics of C/C++ and Microcontroller Embedded coding, which included fundamental understanding of:

* Variables
* Constants
* Functions, conditions & loops
* Class
* Pointer & address
* Array
* Data types

During my UX/UI learning, I’ve learned a very basic understanding of HTML & CSS, which included:

* What are IDE’s?
* How to install an IDE on your system.
* How to open a file and save the code.
* How to select the programming language
* And how to run the code.
* How to arrange Containers, sections, headers & footers.

During this challenge of creating Fun bot i faced following challenges & took the respective methods to find the solution:

Challenge 1: Since I know HTML, but HTML is not a programming language so which programming language I could incorporate for my easy understanding?

Learning: I googled it, & found Javascript could be easily incorporated.

Challenge 2: I don’t know JavaScript, so how to write a code incorporating both of them?

Learning: I used the help from ChatGPT, to get the code, I got the code and ran it but it didn’t give the chatbot option, the code only provides the choosing options from the category.

Challenge 3: When the program is incorporated with HTML, CSS and JavaScript, how & where to run?

Learning

Challenge 4: What and why is JavaScript used? Why is Javascript the easiest to incorporate with HTML?

Challenge 5: In which other programming language this could have been written?

Challenge 6: What makes the program go live and run as a Chat Bot?

Challenge7: Is this program connected to any server?