Advanced Topics in Web Development 1

Module Code – UFCFX3-15-3

Task E: Critical Evaluation

1. What are your learning outcomes in aspect to this project?

I have learned a lot by working on a project that makes use of a PHP programming language and a currency API. First of all, I now have knowledge and experience in using APIs in my projects. Modern web development requires the ability to communicate with external APIs since it enables me to use the data and functionality offered by third-party services.

Second, I have improved your PHP programming skills by utilising PHP to call the API and handle the response. I now know how to use PHP's built-in functions and libraries to send HTTP requests, decode API responses, and alter data. My ability to deal with APIs will improve as a result of this experience, and it will be easier to integrate more web services in the future.

Furthermore, I have shown an understanding of PHP's data serialisation and file handling by saving the API answer as a specified XML structure in an XML file. This ability will help me efficiently save and retrieve data in a variety of situations when working with numerous data types and storage options.

2. How might the application you have built be extended and improved?

I can create a feature that enables users to see previous currency conversions. Save the conversion information, including the date, input values, and outcomes, in a database. Create a user interface that enables users to browse their conversion history, look for particular conversions, and export data in a number of different formats. I can also implement features like real-time conversion rates, currency code auto-complete suggestions, or an attractive graphic to show exchange rate patterns to improve the user interface. To make sure the project is accessible and well-suited for various devices and screen sizes, think about applying responsive design concepts. To ensure that my code is reliable and correct, use unit tests. This guarantees that the various parts of my project are functioning as intended, including API calls, data parsing, and calculations. Unit testing gives confidence while making modifications or adding new features and aids in the early discovery of bugs.

3. How could the application and/or its component promote

re-use?

If I make open-sourcing the project or some parts of my project. I can allow other developers to access, modify, and contribute to my project by sharing my code on websites like GitHub. This promotes teamwork and motivates the community to reuse and enhance my code. I can generalize as functions to some parts or procedures in my project that are useful to more than just currency conversion. To make these components more reusable, refactor and generalise them. So, I can also extend a function that formats currencies, for instance, such that it can also format other kinds of numerical data. I just need to make generalize functions to re-use in other projects as well when I need same functionality to apply. Making thorough guides and tutorials that detail the features, application, and integration of your project helps to show how different components can be used in various contexts, including detailed examples and code snippets. The likelihood that other developers will comprehend and use well-documented projects increases, encouraging reuse.