

For this project, I used Brackets as my editor to complete it. This project will be the first time I had difficulties with Brackets. For some reason, my JavaScript file would not connect with my html file. After countless YouTube videos and multiple forums trying to figure out the problem, I could not find a solution that differed with what I had already. I ended up having to close and reopen the editor a couple times, and after doing that it finally recognized it. Additionally, when it comes to showing the errors of JavaScript, it is hard trying to understand/fix it. I am not sure if that's my fault because I am new to JavaScript or if it's just the fact that Brackets is not as clear as I hoped it would be regarding errors, like vs code. In Brackets it showed I had a ton of errors, but when using a JavaScript validator, it showed I had 2. With each project, I am trying to understand this editor more, and it shows I need to put in more time to do so.

Regarding JavaScript, I was able to pick up on the functions quickly due to there being multiple similarities with both C and C++. However, there were a lot of little changes I had to get used to. I saw that I spent a lot of time trying to figure out a certain error. The error was "ERROR: 'document' is not defined. [no-undef]". The only way to fix this error in brackets would be to add "var document" but after doing some searching, I saw that most people said to not keep this in the final code. Additionally, I kept getting told that my function was defined but never used. However, I used the function in my HTML file, so that confused me a lot as well. Lastly, I took a lot of time trying to figure out how to display multiple lines/results when clicking the button submit. The only solution I saw that could work is by only using one function. Because of this, I removed all the original functions I had, and put it all into one function named analyzeData(). I was thinking of keeping all my functions and just putting those functions into

use into my main function, but figured it would take longer to figure that out and I was on a time constraint at that moment.