Dear Professor,

I hope this message finds you well. I am writing to respectfully request a reconsideration of my final grade for the course CS7025. After reflecting on your feedback and reviewing my work, I believe there are aspects of my efforts that may not have been fully reflected in my grade. I would appreciate the opportunity to provide additional context regarding my progress throughout the course.

Reflection on Feedback and Grading Areas

Regarding the whack-a-mole game, I am glad to hear that it was recognized for its functionality and smooth execution，which shows my ability to expand beyond the basics. I focused on creating a bug-free, engaging experience that utilized core JavaScript principles such as DOM manipulation, event handling, and logical flow. For example, the game was built using event delegation for better scalability and efficient memory management.

Abstraction  
I understand your feedback about improving the abstraction in my portfolio files, particularly the need for better organization of JavaScript code. This is an area I am actively working to improve. However, I believe the whack-a-mole game demonstrates my ability to break down the problem into manageable components. For instance, I created separate functions for game initialization, score tracking, and mole movement. Although the overall organization of my code could be refined, I believe these design decisions show my grasp of abstraction principles.

Data

I acknowledge that my assignments did not prominently showcase the integration of external data sources such as JSON or API. I am actively seeking opportunities to learn more about API integration and data handling in future projects and will make this a focus of my ongoing studies.

Flow and DOM

Throughout the course, I applied flow control structures like loops and conditionals, along with DOM manipulation, to enhance user interaction. Specifically, in the whack-a-mole game project, I used a setInterval function to control the timing of the game and if/else conditions to handle game state changes. Additionally, I used DOM manipulation extensively to create a smooth, interactive user interface, such as updating the score and displaying game over messages in real-time. I believe this project reflects my ability to effectively apply flow and DOM manipulation to create a seamless user experience.

Legibility

I appreciate your feedback on improving the organization and structure of my portfolio files. I have worked to maintain clarity and logical organization in my code, particularly in the whack-a-mole game. I consistently used descriptive variable and function names to improve the readability and maintainability of the code. I will continue to refine these practices as I advance in my studies.

Additional Context

Beyond the course materials, I have been dedicating significant time to self-learning and applying JavaScript concepts. Through following external tutorials, working on side projects, I have continued to develop my skills. I believe these independent efforts, along with the over 40 repositories I’ve uploaded to GitHub, demonstrate my commitment to mastering JavaScript and applying it creatively in different projects.

Given the context of my work and ongoing efforts outside of the course, I kindly ask for your consideration in re-evaluating my final grade. I understand there are areas for continued improvement, and I value your feedback as part of my learning journey. However, I hope the additional details I’ve shared offer a fuller picture of my growth throughout this course.

Thank you for your time and for the opportunity to learn under your guidance. I would be happy to discuss this further or provide any additional information if needed.

Sincerely,  
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