

WDD 330 Web Frontend Development II
Samuel Palacios
Week 01
April 22, 2022

Readings Assignment Notes

About Syllabus

- ✓ A solid foundation of the most important concepts of the WDD230 Web Frontend Development I course is required for taking and earning WDD330 Web Frontend Development II, some of these could be: apply design principles (repetition, contrast, alignment, and proximity), responsiveness so that any device or screen, web development standards, managing JavaScript functions and data with JSON, mastering HTML5 + CSS3 + JS topics, among others.
- ✓ The textbooks and the tools that will be used are mentioned, with respect to this last aspect almost any basic programming editor can be used. The course structure highlights the exploration phase (reading and exercising) and challenges as the main activities each week. As for the course books, apparently you must have access to the premium resources on the *Site Point* website.

Doing Stuff with Web Things Section 2.3

- When an application is made...it is a communication with the user, and this is in both ways. Computers are stupid, they are not intelligent...rather they are fast, they can do repetitive tasks very powerfully and quickly.
- In web documents, the elements are hierarchical and although it is not done explicitly, implicitly each element has an element number or unique id, with which these elements can be searched as if they were a data set with a key-value.
- The information is very important, in order to be processed whenever the user needs it...it must first be stored somewhere that allows it to be retrieved later and processed again in that indefinite cycle that applications have.
- When building a website all the information that is available in visual elements and information, but in essence they are static things. When you need to process an input, decide (fork), it is not enough just to display the information, a programming language is required to analyze the inputs and process them to show the appropriate output to the user.