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Assignment #4 – Reflection

There was a lot of challenges in this assignment. As I was writing my JavaScript, it can get a little messy and confusing since I was writing out code and testing it to make sure it work. But sometimes, I would not know what the problem is and it took a long time for me to debug. Sometimes, it was minor errors but I used the console.log function a lot to help me narrow down the code to specific areas. Afterwards, when my code starts to get messy and I have a lot more functions, it was hard for me to understand it. So I started to go through it and comment the code. It was really helpful since it laid out what I was actually doing instead of writing pieces of code. I also made a lot of random variables that I did not use. So going through my code really helped me get rid of stuff I did not need. I also tried to rename my variables to be more intuitive so that I won’t get confused about what each variable store. I used the replace function on Sublime but I realized I had to be careful not to click Replace All for some the variables or it changes all the variables that contains that one word.

The biggest thing that tripped me up was when I was setting global variables. Every time, I loaded it, the variables will be reset. It was after lab that I realized I can use local storage to save it so that after I refresh, the value will stay the same.

Overall, after this assignment, I feel a bit better about what I can do using Javascript. It is pretty cool to add the interactive features and have the HTML change using Javascript. I think next time, I will start out more organized and write helper functions since I realized I referred to similar functions multiple time.