# WDD 330 Personal Development

This document will be used in your final course assessment.

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## **Course Outcomes**

The following are the course outcomes of WDD 330:

1. Become more efficient at applying your innate curiosity and creativity.
2. Become more dexterous at exploring your environment.
3. Become a person who enjoys helping and learning from others.
4. Use a divide and conquer approach to design solutions for programming problems.
5. Finding and troubleshooting bugs you and others will have in the code you write.
6. Developing and debugging HTML, CSS, and JavaScript programs that use medium complexity web technologies.

To complete this course, you need to demonstrate your skill in these areas. Outcomes #1-5 demonstrate your personal development and are most easily shown through self-assessment and sharing experiences. Outcome #6 demonstrates your programming skill and is shown through code and experience in projects.

## **Personal Development Outcomes**

For each of the personal development outcomes you need to rate your development according to the following scale:

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| --- | --- | --- |
| **Rating** | **Title** | **Description** |
| 1 | Unsatisfactory | You have not made progress in this area. |
| 2 | Developing | You made some progress in this area but fell short of expectations. |
| 3 | Proficient | You are progressing nicely in this area and meet expectations. |
| 4 | Mastery | You have made significant progress in your development in this area and have gone above and beyond what most students would do. |

For each course outcome, you include your rating of your development and list examples of times that you demonstrated this principle.

The following is an example of what is expected:

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| **Outcome** | **Rating (1-4)** | **Week in**  **the course** | **Description of Example** |
| Become a person who enjoys helping and learning from others. | *3* | *Week 01* | *I was the first person on my team to figure out how to use all the technology we would need for the project. I took the time to meet one-on-one with two of my teammates to help them get everything set up.* |
| *Week 04* | *At the end of our first project, one of my teammates was really having a hard time figuring out how he could contribute to our project. My natural instinct in this case would have been to get the problem done on my own, but instead, I worked together with my teammate to get him started and then I followed up with him afterward to make sure he was able to get his task done.*  *This definitely took more of my time, but I was really glad to see his spirits lifted as he made progress.* |
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In the following table:

1. Add your self-assessment rating for each outcome.
2. List several examples of places you personally demonstrated your skill in each outcome.

*Feel free to add more rows to this table if needed.*

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| --- | --- | --- | --- |
| **Outcome** | **Rating (1-4)** | **Week #** | **Description of Example** |
| Become more efficient at applying your innate curiosity and creativity. | 3 | 2 | When I started the Movies MV project, I was curious about how to create an interactive movie catalog. I researched different movie APIs and discovered TheMovieDB, which offered comprehensive data. Rather than just displaying basic information, I creatively designed the application to be visually engaging with movie posters and dynamic content loading. |
| 3 | I was curious about how to make the movie browsing experience more immersive. I creatively implemented movie backdrop images as page backgrounds with semi-transparent overlays for the movie details. This went beyond the basic requirements and created a more cinema-like experience when viewing movie details. |
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| Become more dexterous at exploring your environment. | 3 | 2 | While developing the movie listing feature, I explored the browser's developer tools to understand how the API responses were structured. This exploration helped me identify additional data fields I could use to enhance the user interface, such as vote averages and release dates. |
| 3 | To implement the favorites functionality, I needed to understand how localStorage works. I thoroughly explored the browser's storage capabilities and learned how to properly serialize and deserialize JSON data for persistence between sessions. This exploration led to a robust favorites system that maintains user selections. |
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| Become a person who enjoys helping and learning from others. | 2 | 3 | During the initial phase of my project, I struggled with understanding how to structure the API calls efficiently. I reached out to a classmate who had experience working with external APIs, and they helped me understand the best practices for organizing fetch requests and error handling. This exchange gave me a solid foundation for building the Movies MV application, and I appreciated how a brief conversation saved me hours of trial and error. |
| 4 | A classmate was struggling with implementing animations in their project. Drawing from my experience creating the "jello-vertical" animation effect for movie selections, I spent time explaining how CSS animations work and how to trigger them with JavaScript. Seeing them successfully implement animations in their own project was highly rewarding. |
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| Use a divide and conquer approach to design solutions for programming problems. | 3 | 4 | For the Movies MV project, I applied a divide and conquer strategy by breaking the development into separate components: movie listing, pagination, movie details, and favorites management. This approach allowed me to focus on one feature at a time and ensured that each component worked correctly before moving on. |
| 5 | When implementing the actor information section, I divided the task into three distinct steps: first retrieving the cast data from the API, then creating the visual layout for the actor cards, and finally adding the animation effects. This methodical approach made a complex feature more manageable and resulted in cleaner, more maintainable code. |
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| Finding and troubleshooting bugs you and others will have in the code you write. | 3 | 6 | I encountered a critical bug where removing a movie from favorites wouldn't update the UI without refreshing the page. Using console.log statements and the browser's developer tools, I traced the issue to an event propagation problem. I implemented a solution that directly manipulates the DOM after updating localStorage, complete with a fade-out animation for removed items. |
| 6 | During final testing, I discovered that the similar movies section wasn't loading properly when certain movies had no similar titles in the API. By examining the network requests and response data, I identified the issue and implemented proper error handling and conditional rendering to ensure the UI remained consistent even when data was missing. This improved the overall reliability of the application. |
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