

# Unit 4 Reflection

<http://student.athabascau.ca/~zacharyle/>  
CSS tested in latest Chrome and latest Safari

## Code Explanation

The snippet takes in a selector and changes all HTML elements of that selector to do a rollover effect on hover. It does this by looking for a data-title attribute in span class inside the selector, and also by dynamically adding content (class="roll") to the spans. It changes the text of the selector to the data-title value.

\*\* This effect is only on the Categories page

The code didn't come with any comments, so I added them below.

```
/*
source: http://jsfiddle.net/hakim/Ht6Ym/
author: hakim
date: 20140723
*/
// on window load
window.onload=function(){
    // set true if the browser supports the perspective alteration
    var supports3DTransforms = document.body.style['webkitPerspective'] !== undefined ||
document.body.style['MozPerspective'] !== undefined;
    // function to transform elements
    function linkify( selector ) {
        // if browser supports transform, else print failure to console
        if( supports3DTransforms ) {
            // get all elements that match the selector
            var nodes = document.querySelectorAll( selector );
            // for each element
            for( var i = 0, len = nodes.length; i < len; i++ ) {
                var node = nodes[i];
                // if the class doesn't already roll
                if( !node.className || !node.className.match( /roll/g ) ) {
                    // dynamically add roll class to selector elements
                    node.className += ' roll';
                }
            }
            /*
            uncomment next line to roll all elements that match selector, otherwise you'll
            have to wrap text with
```

```

        <span data-title="roll text"></span>
        */
        //node.innerHTML = '<span data-title="'+ node.text +'>' + node.innerHTML +
'</span>';
    }
    };
    } else {
        console.log ("failture, browser doesn't support 3d");
    }
}
// set which html elements you want to have scroll effect
linkify( 'h1' );
linkify( 'h2' );
linkify( 'h3' );
}

```

Provide a critique of that code, indicating how and why it is good and/or bad.

- First of all the code wasn't commented at all, so that's not very good.
- I also added a console log if the browser doesn't support the effects for debugging purposes.
- The code wasn't called properly at first because it didn't have a `window.onload=function(){}`, so I added it.
- The code is pretty rad, it uses a cool effect that's not frequently used.
- The code worked pretty well, it was posted on js fiddle so having a barebones demo is always great.
- The code is rather elegant
- The code has some basic error catching which is great and degrades gracefully
- It was originally set up to affect all elements of the selector type, but I changed it so I had to explicitly state which elements I wanted it to work on in HTML.
- It was originally set up to do the animation with the same text as in the selector, but I changed with so that I could specify different roll-over text, in this case, I translated the words to Latin.

In your reflective learning diary, explain how the code improves the experience of the personas you created in Unit 1, and how it helps with the scenarios you presented.

## **Personas Used**

### **Persona #1 Horatio the Hobbyist, Scenario #2 and Scenario #6**

All of this information has been presented in a more fun way, hopefully to differentiate from the other sites out there with lots of information. It's a more engaging way to entertain Horatio because it had Latin, the language Romans spoke.

## **Questions**

### **What aspects of these tasks were most difficult for you, and why?**

Even copying and pasting from JS Fiddle you can get errors for browser-specific problems. In this case, debugging the windows onload was an issue. It's one I ran into before so no big deal, but frustrating.

### **If you had to do the tasks again, what would you do differently, and why?**

I would have looked around at some forks of the code to get a better version for what I was trying to do with it, I had to change it a little to do what I wanted.

### **How did your previous experience help and/or hinder you in completing the tasks?**

I've done lots of javascript work before, it made it really easy.

### **What was the most surprising thing that you learned?**

There's a perspective library for mozilla and webkit based browsers. Very cool.

### **What was the most useful thing that you learned?**

Most useful is that on JS Fiddle, things can still go wrong when copying and pasting.

### **What did you learn about yourself as a result of completing these tasks?**

I usually go for a minimalistic design, the less bells and whistles the better, but in this case, I think it improves user experience for one of my users - might be a good idea to use it more.