

Course: 05-430 PUI

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Assignment 6B

I. Reflection

My biggest challenge (and probably take-away) in this assignment is that I designed my interface with a lot of advanced features and animations that are hard to be coded in html/css/javascript. For instance, I am really into my idea of displaying items in an album view, yet this could not be easily accomplished given the constraint of my current knowledge of the tools. Therefore, I have to sacrifice a lot of cool features in return for something that is simpler yet “dummer”. Another challenge is the time constraint we have over this assignment (especially since I’m preoccupied with a lot of other work)—if I were to be given more time and looser deadlines, then I would study those advanced techniques with much greater patience and attention and spent much more time making my interfaces flow smoothly and nicely. In a nutshell, I’ve already gained a grasp of what programming an interface would be like from a professional perspective. I’ll probably hone my html/css/javascript skills in the future, but I really wish we could be using more advanced/powerful tools of programming websites so that less effort is put simply knowing how to write in an appropriate language.

II. Programming Concepts

1. **Scope:** variable access (local scope vs. global scope).
2. **Closure:** a function inside another function that has access to the outer function variable.
3. **Callback:** a function that is passed to another function as a parameter and is invoked or executed inside the other function.
4. **Object instances:** objects that contain the data and functionality defined in the class.
5. **Specialist classes:** new child classes can be made to inherit the data and code features of their parent classes.