

## UNIT 4: SCRIPT USE

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### **What Work Was Done:**

Programming is like making a picture using puzzle pieces. Each puzzle piece is a piece of code that can be found online as well. We are here to not reinvent the wheel, but the programming community is always trying to show off their code and algorithms to help other coders. A big skill of a programmer is to be resourceful.

In this unit I referenced a code that was written by someone online that creates Error Codes when certain inputs were not met.

### **Relating to Persona's:**

We want this website to be easy and have the computer communicate with the user whenever something is missing or went wrong. This way people that are not tech savvy like Simran from the personas is able to understand exactly what is missing.

### **What Went Well and What Didn't:**

During this unit, I was able to learn more about JavaScript. Having had no experience in the past with JavaScript, it took me a little bit to understand exactly what the code was doing and how I can implement it within my website. This was solved with the great documentation provided by w3schools who explained the process of coding and implementation very well.

### **Code Critique:**

Is shown within the JS file that was provided in comments.

### **Mapping Activities to Learning Outcomes:**

Learning outcome: Use JavaScript to add dynamic content to pages. Identify examples of good and bad practice. Code pulled from public repositories, and altered the functionality.

- **Evidence:** The JavaScript used was able to find which input ID was invalid or missing and sent out an Alert with all the Errors given and instructions for the User. I also added

comments on how to make it better and the final version of the JS file has many other modifications that will work along side Unit 5 and 6.

- **Self-Grade:** A