

UNIT 1

In this unit, I created a document outlining the website that I am going to create, along with the personas and scenarios of the website's visitors. I have also created a site map outlining the pages and how they are linked with one another. I also created some high-level mock-ups of each page outlining what content will be displayed along with its location on the page. I wanted to make sure that the website was simple and easy to use and navigate and most on the visitors to the site might not have enough time to go through all the pages if I had made it complex. I believe the personas, scenarios, and mock-ups went well as I have done that type of work before, however the site map was a different type of task than what I am used to. It really forces you to think of all the pages and how they are going to be linked together. Luckily for my website, I made the decision to link every page to every other page through the navigation bar to ensure ease of use and ensure the user doesn't get lost within the site.

UNIT 2

In this unit, I created the base HTML for the site that will be enhanced by the upcoming units. I wanted to make sure that the website was simple and easy to use and navigate and most on the visitors to the site might not have enough time to go through all the pages if I had made it complex. I have worked extensively with HTML in the past few years, so this unit was relatively straight forward for me. I was able to identify the tags I needed as part of my assignment requirements and implemented them in the right location in the website. It was a little odd for me to just work on the HTML and not the CSS. Usually when I am designing and building websites, I work on both the HTML and the CSS in tandem to get a feel of how the site is going to look early in the development process. I believe I have met the learning outcome for this unit as my code is well commented, well segmented, and easy to read.

UNIT 3

In this unit, I improved on the HTML of my site by adding styling, class names to HTML tags and more. Much like unit 2, I have worked extensively with CSS in the past few years, so this unit was relatively straight forward for me. I was able to identify the properties that I needed to change to make the site look the way I wanted. Keeping the site colors neutral and styling flat and simplistic was key here as I wanted all the personas to have an easy time navigating the site with no jarring colors or anything too flashy. As I am portraying a professional company targeted to professionals, the styling needed to match that aesthetic. Much like unit 2, It was a little odd for me to just work on the CSS and leave the HTML largely untouched. In my workflow, I usually bounce back and forth between HTML and CSS, changing tags and styling to get the desired look of the site. However, for this site, most of the planning needed to happen ahead of time and HTML tags were carefully picked so that during the development of unit 3, there would be minimal back and forth. I believe I have met the learning outcome for this unit as my code is well commented, well segmented, and easy to read. If I had to do this unit again, I would split up the CSS file into multiple files. Even though this would create a lot of duplicated CSS code as there are many shared components across pages, it would improve maintainability of the codebase.

UNIT 4

In this unit, I improved on the HTML of my site by adding some JavaScript code found on w3schools.com. I needed to transition the navbar on the landing page to a smaller more compact version as the user scrolls. Doing this adds a little bit of life to the website as all the personas navigate the website. This creates the illusion of a dynamic page with some user interactivity. I also added some logic to change the background color of some elements as I hover over their parent div. This is also important as it allows all 3 personas to be able to identify what they are looking at and where their cursor is. I have worked briefly with JavaScript before this project, so it didn't take much research for me to get a refresher on needs to be done. I was very refreshing to see a course that encourages its students to leverage publicly available code and modify it and site it properly. From my previous professional work experience, we rarely write unique never-before seen code, but rather build off of what is already there and add code snippets that preform the task we want found online. I believe this task more closely prepares us to the professional environment that most of us are going into.

Code that was used as a starting point to build my functions can be found here:

https://www.w3schools.com/js/js_htmlDOM_css.asp

UNIT 5

In this unit, I tackled JavaScript more in-depth. I defined 4 functions that I was going to develop, created workflow diagrams for each and pseudo code for them as well. This was a little different than what I am normally used to as with most projects I tend to jump into the code and start developing. In this unit, I was forced to take a step back and analyze what I am about to develop, create a game plan, and follow it "to the t". Throughout my time doing internships, I noticed that the successful companies always follow this approach. By creating design proposals and getting the team's input before development, ensures that the solution that will get developed is the most optimal implementation. Throughout this unit, I didn't find anything particularly challenging, however the required development process was refreshing to see. Following the proper review process before development of a feature should be the gold standard across all companies and future engineers. If I had to do this task again, I would focus more on the design process as it is important to get right. There is plenty of people who have written and reviewed code and commenting your files makes it easy to understand, however being able to accurately explain your design process and convince your colleagues that your proposed solution is the most optimal is a skill few people have, and I would like to hone mine. I tried to pick the best feature to develop to enhance all the personas' experiences while browsing the website.

UNIT 6

In this unit, I developed 3 main features for the site. The first one allowed the user to increase and decrease the size of the text to improve readability. The second feature I developed added some dynamic movement to the Projects tab of the website. It spells out the text in the cards letter by letter. This adds to the liveliness of the page and prevents it from being static and boring. The last feature was adding a bubble graph using D3.js that has all the companies we have worked with, and their size is relative to the size of the account they have with us. Overall, this unit was pretty smooth, and the development was straight forward. Using D3.js was relatively new to me which was exciting. I have heard that it is the leading JS library for

graphing so getting a chance to learn it and develop a feature using it was very rewarding. One thing I would change if I had to do this unit again was doing more research into D3.js and all the features it has to offer. I only spent a few hours on the research portion, but because the library is so big, I feel like I only scratched the surface with D3.js. I am still learning about new techniques and tools in D3.js and wish I knew all of them during the development phase.

UNIT 7

In this unit, I added 2 APIs to the “Contact Us” page to enhance the user experience. The first one was a map showing where we are geographically located. I used the Google Maps API to achieve this. This was a key feature because it will give all the personas a sense of where we are located in the world. This will help them understand what it will look like to go into business with us if they live in a different time zone. The second feature was a SendGrid API to handle the sending of emails when the user submits the contact form. This was also a key feature as it will give the users a sense of security that their request was received, and we are reviewing it. Overall, this unit went pretty well, and I really enjoyed researching and working with APIs. APIs are the key to the success of any website. If you don’t need to reinvent the wheel, don’t do it. There are many talented people who have created services and pieces of code that we can leverage in our work. If I were to do this unit again, I would like to add another API, either something related to sharing the webpage or some other form of user interaction. Being a website for a software vendor company, exposure is important, and I would have liked to add an API that can increase our exposure given more time.