

Advanced Web Development: 6020e  
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Vincent Hamilton Final Reflection

For my final project I originally planned to use to one API source. After exploring various ideas and attempting different trials and errors, CORS issues prompted me to pivot and retrieve data from multiple sources using JSON and Axios to overcome these restrictions. Thus, resulting in creating a quirky Band Name Generator. Thereafter planning to use two API sites, I later decided to add a few more after figuring out how to scrub them for optimal results. The result is a mashup of DnD Character Skills, Craft Brewery Beer Names, Cosmetic Makeup Items, random arrays, and Berlin Bus Stops. The goals for this final project were to get the functionality in the JavaScript to work. Followed by utilizing .CSS adjustments to customize it. Lastly, I aimed to use CSS automation from my individual concentration to add a bit of excitement. Ultimately, I really wanted it to be clean, but still kind of edgy and hip. *Ain't no such thing as a little bit "Rock and Roll!"*

Starting with JavaScript, I immediately encountered trouble. The API was key to the site, but I was having trouble getting around the CORS issues. Several of my codes contain console.log for attempting to trouble-shoot those issues. For some it was due to being a paid site or having different rate restrictions. For one set of codes, Berlin Bus Stops, it was public but with rate restrictions, so I set up a fetchWithRateLimit parameter that worked. I was proud of myself for working around that. Once I felt comfortable with fetching data, I ended adding a few more to the pool from different public API sources. Specifically, DnD Character Spells, Cosmetic Makeup Brands, Berlin Metro Bus Stops, and Craft Beer Names. To enhance these random words and add a touch of fun, I included a few sets of arrays to pull words and add them to the final user "band name". The result is utilizing the fetch then essentially filtering the results with a sourceIndex to arrive at a collection of words. It's not perfect, some results are frankly nonsense, but frequently they ended up being fun, random, and sometimes realistic. Adding user experience is the add Your Name field. Using the userNameInput element in the code, users can enter data their name or any custom data, and have that field added to the random result. This was done with a specific event listener then adding the value to the generateBandName.

For the CSS styling I brought in my color palette from the personal brand guidelines. It utilizes a double split complementary breakdown using mainly hot pink, #FA28e1. In the realm of CSS styling, the project embraced previous work with using templates. In this case I settled on (<https://html5up.net/ethereal>) which has a nice single page panel template. Alongside this, an additional endeavor was to implement insights gained from LinkedIn Learning tutorials on CSS animation. This involved crafting a dynamic text header utilizing keyframes for a smooth text entry and exit effect. I was familiar with keyframing from my work with Adobe After Effects and Premiere. A specific lesson learned was placing the different words in span classes to make them ease in, in a way that did not look 'clunky,' as my initial attempts were. Various "Rock and Roll" and "Punk" fonts made the customized text look more in-line with the theme. Considerable CSS cleanup was necessary. Leveraging the Inspect feature enabled me to efficiently isolate and remove a substantial portion of unused code, aligning the final site with my envisioned outcome. One element I was very pleased with was utilizing the inspector to quickly find panel and image dimensions which made adjusting my custom images and graphics easy and much cleaner than previous project attempts.

Of course, not everything went as planned. Integrating a template after working out the JavaScript part made the parent folder and different codes messy. I did not get to some of the features I wanted to, specifically adjusting images, and placing band names in each blank spots over the graphics so that the mockups were customized. As a substitute I used Photoshop instead for mock-ups which was a lot of fun, but the custom feature was the goal. Another element of working from a template that caused issues was when selecting photos, it defaults to the templated background image not the image. It is the same background used for some panels. Fixing that got left on the to-do list due to time constraints. The project encountered challenges in organizing code effectively, especially when integrating a template post-JavaScript implementation. Being a template, it included several different .js files. I was able to utilize different testing to determine overall function which allowed me to put them away and not need to focus on them. I did require a secondary CSS file, but the main .js file I created integrated with little issue. Another notable challenge involved setting random words without generating unnecessary or overly lengthy results, with the data yield

process proving to be the most time-consuming. For the most part I was able to use code for including and excluding specific word pulls which helped but there are still some yields that are too long or do not make much sense, reducing the user experience. The errors were kept at bay, but the [Intervention] Unable to preventDefault inside passive event listener due to target being treated as passive was something that baffled me. Most of the information I found pointed to it being an issue with the listener and Chrome Browser. I removed a bunch of preventDefault code but in the end just moved forward without resolving it.

In conclusion, this project serves as a testament to my growing comfort level with web design and development. That I was able to realize my concept and vision as closely as I did was very satisfying for me. Overcoming template challenges, including CORS issues and code organization, felt like a real-world web development scenario. I felt my abilities with JavaScript were stretched and I was very pleased with the result visually. Not perfect, but close to my conceptualized idea when starting out. Using my own design work was very satisfying, while I believe there is work still to be done with my automations, the rudimentary attempt looks kind of punk!