Self-Assessment: Coding for GUIs – Lesson 3

DIGITAL TECHNOLOGIES HUB

Name _____ Date _____/_____/_____

I did the following challenge:

When upgrading a text-only program to a GUI application, it's important to consider:

I can *(circle the skills you have demonstrated or write in any other skills)*

Use the JSFiddle or repl.it environment
to edit and test HTML, CSS and JavaScript code together in one place.

Set up a timed trigger
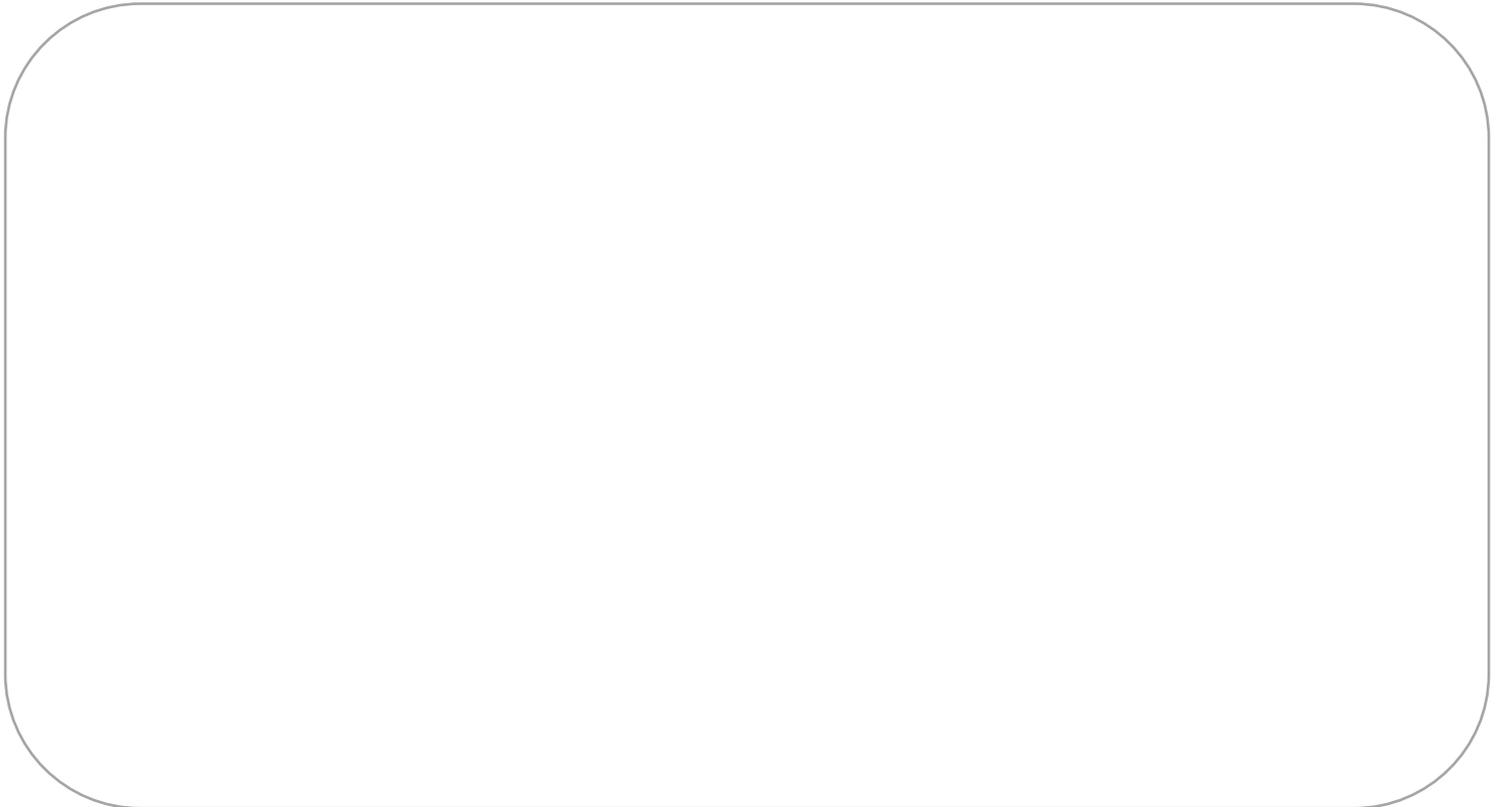to run a function after a set timeout.

Access the system date and time
to display a clock correctly.

Write a short function
to format a number with an extra 0 in front.

Incorporate attractive fonts and buttons in a webpage
by adding code to CSS.

A useful rule when designing a GUI for a touchscreen interface (like a smartphone):

A screen capture of my finished GUI application for the challenge:

Read the following rubric.

Circle the description that best describes your programming on this project.

1 point	2 points	3 points	4 points
I created the program but needed a lot of guidance and help from others. I have learned up to 2 new programming skills and identified these skills using the 'I can' statements.	I created the program with a little help from others. I have learned up to 3 new programming skills and identified these skills using the 'I can' statements.	I created my own program following suggested steps. When I got stuck I sought help. I have described clearly the challenges I had and how I overcame them. I have learned up to 4 new programming skills and identified these skills using the 'I can' statements.	I created my own program. When I got stuck I sought help. I also helped others when they got stuck. I have described clearly any challenges I had and how I overcame them. I have learned or used more than 4 programming skills and identified these skills using the 'I can' statements.