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Programming Usable Interfaces

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Reflection:

At first, when I just started the assignment for making this cart and list javascript function, I was quite confused, in which I even made a detailed page that only has a function of reflecting users' decisions on the appointment page. However, when I saw Abellomo and Eutina's work, I was fascinated by how simple and straightforward their interpretations of the assignment are. I really love how Abellomo used a dynamic time slot for his detailed page and Eutina's choice of using a table for the list page. Thus, I combined their ideas with mine to make my own web pages.

So, when I just started to program my own javascript functions for this assignment, I encountered a really big issue, which is I keep getting "function not defined" on my developer console after I finished a big chunk of my script. Thus, I googled solutions for this problem, but neither of them worked. So, I went to ask a friend of mine who is familiar with javascript, and he just told me to fix the syntax in the js file first, and it worked. That debugging experience might sound really stupid, but it was a really big step for a beginner like me.

After programming and debugging a few smaller errors in my script, I finally got to the localStorage part, which I had so much trouble with. Since we are able to store string

values in that method, I was confused and didn't know what to do because the data that I wanted to store are arrays of objects. Then, I saw somebody from Youtube (https://www.youtube.com/watch?v=2hJ1rTANVnk) translates an array into a string value, and when he called the localStorage method, he just used the parse method to translate the string value back to an array. Therefore, I used his method, which I found very useful, and made my localStorage functional.

After programming all those functions in javascript, I found that my debugging and programming process just got easier and easier, in which each error that I encountered other than the two “big” ones usually cost me less than 20 minutes, which I consider as an improvement.

Programming Concepts:

1. We can use functions within other functions to make the process easier, without retyping similar codes and lines in another function (this might sound stupid, but I just learned how useful it could be as a beginner in javascript).
2. Loop is a very useful tool for counting, sorting, and filtering objects, and I think I should use it more.
3. The syntax might be annoying even if you mess up only one of them, the result usually just won’t give you the desired result, so I will check my syntax before debugging to save myself some more time.
4. Defining objects, functions, etc. is important because if some of them are not defined you can not use them elsewhere in the program. Sometimes, even if the

object is defined in a function when called in another function, it might still be undefined.

5. This one is just for the difference that I found between Java and JavaScript: Java is more type sensitive than Javascript, in which you can easily compare things like String and numbers, meaning that Javascript is more forgiving than Java. And since Javascript is more flexible, we should take advantage of it and just directly compare values if it could be done correctly and possibly, so that we can save more time and lines in Javascript.

Assignment webpage link: https://andrew-wang-101.github.io/homework_6b/