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Reflection

Javascript, HTML and CSS are the backbone of all websites. As designers, in order to have an informed conversation with developers around how to design for websites, it requires being familiar with the inner workings of the aforementioned languages. In order to build skills across those languages, our class was tasked with building a website for an imaginary client called Bun Bun Bakeshop. The final assignment involved using Javascript to create an interactive shopping cart page. Although this project was difficult, using the skills we learned in class in addition to significant online research, I was able to deliver a working site.

Throughout adding javascript to the site, I encountered a plethora of issues. One major issue was getting the information from the local storage onto the cart page in the desired layout. In order to help with formatting the page, I used a combination of functions, for loops and htmlStrings. With the for loop, I realized it was essential for each item to be added as a separate entity each given their own unique identifier. Another problem I encountered with adding Javascript was the variety of options that a user could select from the product details page. Variations included choosing an icing flavor, quantity and the image attached to that choice. To resolve this need, in the Javascript file I replaced the varying parts of the text to be displayed on the cart page with `${}`. This allowed the varying information that was selected to be accurately reflected in the cart page. Lastly, another problem that I encountered was trying to add dynamic data to a seemingly static grid layout. In order to overcome this challenge, I changed the layout from a grid into a flexbox as this would allow the surrounding content to shift to make room for additional items added to the cart. Through this process, I realized that it is important to have

an understanding of the functionality a site will have as this can heavily influence what is the best way to code your site (ex. Using a grid vs. flexbox).

As someone with minimal coding experience prior to this class, this activity served as a great foundation for learning essential web development skills. Through facing a wide variety of challenges, I learned the value of having an idea of how your site will function as early as possible, creating a dynamic site, identifying and recovering from errors using developer tools and online resources as well as continuously checking your work all of which will help mitigate the above issues in the future. I am excited to continue learning and building upon these skills throughout the remainder of the semester.

Programming Concepts

localStorage

- LocalStorage is a type of web storage that allows Javascript websites and apps to store and access data right in the browser with no expiration date. This means the data stored in the browser will persist even after the browser window has been closed. A demonstration of where this was used is in the func.js file. Once the user had selected the items they wanted and then pressed the “add to cart” button, localStorage.getItem retrieved and stored the information which I would later display on the cart page.

JSON.Stringify

- When sending data to a web server, the data has to be a string. I was able to Convert a JavaScript object into a string with `JSON.stringify()`. When information such as the content that is in the current cart needed to be sent to a server, this was used to transform the information into a string.
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Functions

- Functions are a block of code that is designed to perform a particular task. I used functions throughout my code. I defined each function with a name and parentheses (). One example that this can be seen is in the `func.js` file. For each new cart item selected it would gather the product name, icing type, quantity, image and unit price which would later be used for displaying the selected information on the cart page.

IF Statements

- The if statements were used to execute a block of code if a specified condition is true. If the condition was false, another block of code would be executed. An example of where I did this was if the current cart was “null”. Whenever the site encountered a situation that fit the criteria of the cart being null, it would run a different block of code.

Console log

- `Console.log` was a critical concept in understanding how your javascript was working. It was used to print any kind of variables defined before in it or to just print any message that needs to be displayed to the user. Throughout my Javascript code, this call can be seen as I testing various parts to see if they were working as intended.

