Reflection

Issues/bugs

Overall, my experience with this project was pretty smooth, I was able to successfully implement the components, although I did face some challenges along the way. One area I had trouble implementing was removing the item from the cart. A lot of the examples that I saw online required the id to be used to remove the element. However, I did not want to create a unique id for each of my cart items. After some digging, I found that I could use parentNode relation to correctly identify the node I wanted to remove. I also forgot that the “this” keyword existed, so I struggled to figure out what to pass as the parameter to removeChild. Another challenge I faced was on how to represent the products in the javascript object, since each object has its own properties. I eventually decided to have each product name as the key to its attributes and that seemed to work out pretty well. Lastly, I had some issues organizing my code, as they all ended up in one javascript file and the code became pretty hard to sift through. I mitigated this issue by naming the methods names that made sense so I could easily remember what I was trying to do.

Programming Concepts

1. Storage (localStorage)

   I had to use localStorage to store all of the product info of the products that were in the cart. This was how I was able to display the items in the cart correctly with the right properties.

   ex) `localStorage.getItem("itemsInBag");`
2. Objects

   I used objects to represent the items in my bag, or what color, stuffing, and qty each pillow was. Having a consistent representation of the products made displaying them much easier.
3. innerHTML

   To change the html dynamically, I had to change the innerHTML attribute of the elements. I used this quite often especially in the shopping cart, where all the elements were generated programmatically.

   ex) `document.getElementById('colorName').innerHTML = color;`
4. Iterating through objects

   Another concept I learned was being able to iterate objects. Usually, I would iterate given a range of numbers, but in this case I was able to just iterate through the object just via the object itself.

   ex) `for (var key in itemsInBag)`
5. JSON.stringify/parse

   Since the only objects that can be stored in localStorage are strings, I had to use the JSON functions quite a bit to convert it back and forth. This was necessary because I was representing all the products in the cart as objects.

   ex) `localStorage.setItem("itemsInBag",JSON.stringify(itemsInBag));`

Github repo: https://github.com/CandiaGu/PUIhw/tree/master/assgn6
Website: https://candiagu.github.io/PUIhw/assgn6/