Error Log

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| Error | Code before | Code After | Explanation |
| Uncaught DOMException: Failed to execute 'send' on 'WebSocket': Still in CONNECTING state. |  |  | I was trying to send a message to the server when it wasn’t connected.  To fix it I loaded the server before I sent a message |
| The error I am still currently experiencing is storing the menu into local storage, currently I have three arrays for the different types of products but trying to access those products is proving difficult and when I parse the JSON string this error appears    Now I can’t store the whole menu as they are stored in three separate arrays when it gets to the end of one array it throws this error. |  |  | After storing the menu into local storage, it stringifies it.  To fix it I stored each array in local storage making it easier to access them when I need to. |
| Trying to append the menu to a table, but as the page is loading the table does not exist so to fix this, I could create a table and append the menu to that but now this error is appearing |  |  | It wasn’t working as the html variable isn’t a node. |
| {"Cannot deserialize the current JSON object (e.g. {\"name\":\"value\"}) into type 'System.Collections.Generic.List`1[Backend.Product]' because the type requires a JSON array (e.g. [1,2,3]) to deserialize correctly.\r\nTo fix this error either change the JSON to a JSON array (e.g. [1,2,3]) or change the deserialized type so that it is a normal .NET type (e.g. not a primitive type like integer, not a collection type like an array or List<T>) that can be deserialized from a JSON object. JsonObjectAttribute can also be added to the type to force it to deserialize from a JSON object.\r\nPath 'operation'."} |  |  | This error occurred because when I was sending the basket over to the backend to calculate the total cost when I was parsing the basket so I could access it had been stringified twice in the front end leading me to believe it was a backend issue when in reality it was a frontend issue as when I retrieved the basket from local storage I didn’t stringify and then I stringified it again to send it over causing lots of problems. |
|  |  |  | I wasn’t passing the WebSocket to the function causing this error. |
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