

While working on my Capstone project a lot of ups and downs would come up throughout the building process. The project was an app called Calorie Counter. The app allows you to input how many calories you want to consume throughout the day. It also allows the user to input what the user has consumed and how many calories it contained. Once the user entered what they ate and how many calories it had the calories would be subtracted from the amount of calories the user had entered. The app also would display all of the food items and its calories in a table. One of the hardest bugs I had was adding a deleting a button, and having it delete the correct item that was clicked on. The issue was once I clicked the delete button on one of the items it would delete all the items in the table, so I would end up with an empty table. When I found this bug I realized that whenever an item was sent it would not be given an Id. To fix the problem I needed to put an Id on each item sent in. Also I had to change my endpoint and use curly brackets to delete a specific Id instead of it deleting all of the items. Another one of the bugs I had during this project was having the calories set by the user being subtracted by how many calories the user had consumed. At first whenever a user filled out the calorie inputs they would be taken in as strings and not as a number. I learned to use the Number method which would change it into a number. After that was fixed I realized that I was subtracting backwards, so it would give me a negative number. That was an easy fix. I just had to switch the two elements that were being subtracted.