

HW 6 | Write Up

Site: https://laurenhungcode.github.io/homework_6/

Repository: <https://github.com/LaurenHungCode/laurenhungcode.github.io>

Part B

Reflection

This first challenge I encountered was how to store orders from the product detail page on web storage. The concepts of local storage and JSON were difficult to understand conceptually. Opening the console and seeing it in action helped me understand its functions. The biggest challenge I faced was how to dynamically update the cart page while maintaining the html structure and css style I had created for the cart page. I solved this problem by using innerHTML to display everything inside the div that would be updated with each new order. I also learned to use '+ variable +' to embed javascript variables in the innerHTML string. Copying lines of HTML into one continuous line in Javascript felt awkward and I was actually surprised that this worked. The final challenge I had was how to display the price of items dynamically according to the quantity of items entered. I solved this problem by creating a global variable "total" as the total price of an order. And then I created a function in javascript that multiplies the variable "quant", which is called from the product detail page using getElementById(), by the unit price of the bun.

5 Concepts

Concept one: I learned to create JS object constructor functions. For example, in the main.js file I created the class "product" with constructors (quant, glaze, and total) to capture the variables of the bun that the user can purchase. Concept two: I learned to create variables in JS from HTML by using "getElementById()". For example, in the cart.js file I created the variable "cartContainer" that uses "getElementById()" to return the element that has the ID "productwrapper" in my cart.html file. Concept three: I learned to use JS to display and update data. For example, in order to dynamically update the cart page while maintaining the html structure and css style I had created for the cart page, I used innerHTML with embedded javascript variables. Concept four: I learned to use alert and console.log() to debug. With each new function I create, I added a line of console.log that describes what the function is doing in order to check if the function executed properly. For example, in the function "cartLoad" I added "console.log('we are on cart page')". Concept five: I learned the basics of

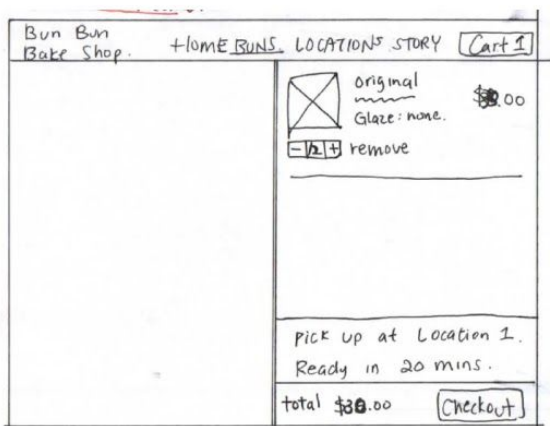
web storage. For example, I used “localStorage.setItem('userOrder', JSON.stringify(productArr))” in the “sendToCart” function to store orders to be updated on the cart page.

Part A

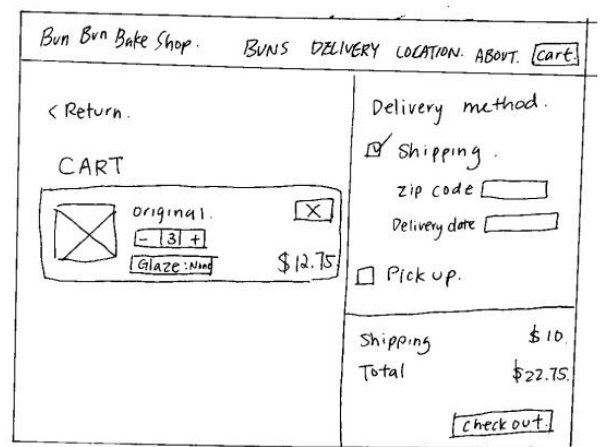
Prototypes

Low-Fidelity

First iteration

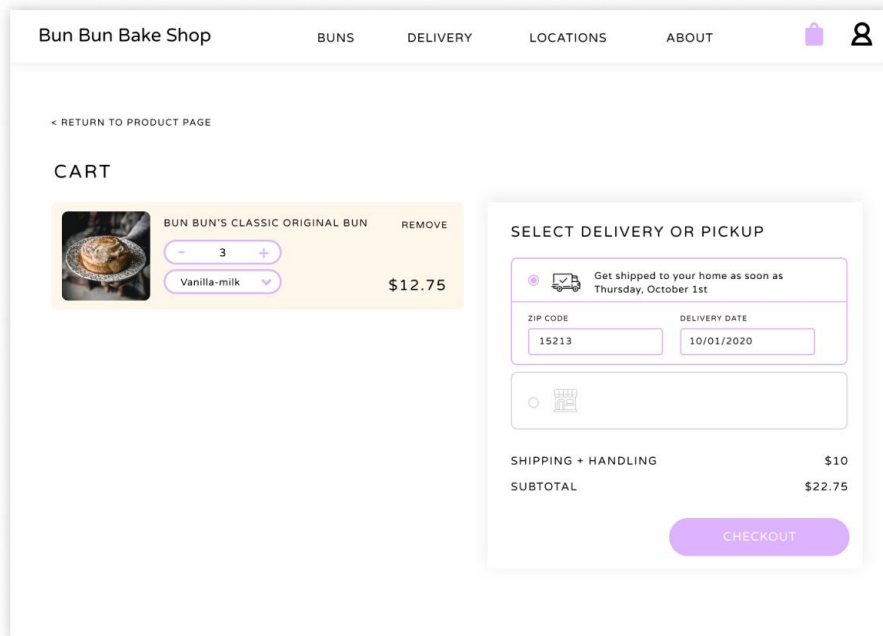


Second iteration



In my first iteration sketch, I designed the cart to hover over the current product page. The cart allows the user to remove and edit her list of products. It also provides the pick-up information, total cost, and the checkout button. In my second iteration, I included additional features for the user to choose her preferred delivery method. In order to provide adequate space for the additional functions, I designated the shopping cart as it's own page and provided a button for the user to go back to the previous product page.

High-Fidelity



The high-fidelity prototype closely follows the layout of interaction-two sketch. The color and typography follows the style guide as the rest of the site. The pinkish-purple signals interactive elements. The left side of the page displays the items in the user's cart and the right side allows the user to choose her available product delivery method. In the case shown above, in-store pick-up is not available to the user, so she would enter her zip code and desired delivery date in order to proceed to the check out page.