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HW 6B

Repo Link: https://github.com/PhantomFacade/HW6B
WebPage Link: https://phantomfacade.github.io/HW6B/Home.html

Reflection

In this project, I encountered a number of issues that occurs as I inplement the javascript features. The adding-to-cart interaction sounds simple: when the "add to cart" button is clicked, it would store the selected details onto the local storage. The actual process of learning javascript took much longer than I expected. I felt that I need a lot more practice with implementing javascript, and at points I wish we could have a course for html/javacript similar to the two courses we completed for html/css. In this assignment, I learned how to use console to print out many variable, and identify the problem when some appears to be "null."

Editing/adding elements within my updateCart function was a hard process, as I went through a lot of trouble trying to figure out the order to add those elements. I spend a long time learning how to add html in javascript in general. I also went through the process of learning innerHTML, which has a lot of functionality including editing/resetting elements in the html file, or add new elements into the original html file.

Reflection

1. Json Parse/Stringify
This method is the key to store and grab stored information from local storage. I didn't have a good-enough understanding of the concept initially, but after I looked through a few examples of parse/stringify on StackOverflow, I start to understand how the method works.

```
function addToCart() {
    getCart()
    console.log("Clicked cart");
    var title = "Couch Pillow"
    if (pillowAdded.size != null && pillowAdded.color != null) {
        cart.push([title, pillowAdded.size, pillowAdded.color, pillowAdded.price]);
        console.log(cart)
            //store cart item to local storage
        var JSONcart = JSON.stringify(cart);
        localStorage.setItem("cart", JSONcart);
    }
    displayCartNumber();
}
```

2. Inner html

I learned how to grab an html element by id using document.getElementById() then accessing its inner html to change elements in the div tags. I learn that innerHTML could create new element as well.

```
Frame.innerHTML = "";
Items.innerHTML = "";
Price.innerHTML = "";
```

3. Event Listeners

How to utilize event listeners was something that re-occurs while I'm learning to create interactive interfaces. I learned to use event listeners to react to button clicks and subsequently make changes in html file.

```
var cartBtn = document.getElementsByClassName('shop-item-button');
for (var i = 0; i < cartBtn.length; i++) {
    var button = cartBtn[i]
    button.addEventListener('click', addToCart);
}
```

4. Set Attribute

In this project, some of the errors I got are related to "set attribute is not a function". setAttribute adds the attribute to an element, and gives it the specified value. I learned that if the specified attribute already exist, only the value is changed.

```
// adding image to the row
var img = document.createElement("img");
if (cart[i][2] == "Green") {
    img.setAttribute("src", "Couch.png");
} else if (cart[i][2] == "Grey") {
    img.setAttribute("src", "Couch2.png");
} else if (cart[i][2] == "Cyan") {
    img.setAttribute("src", "Couch3.png");
}
img.setAttribute("class", "item2-img");
console.log(img.src)
cartItem.append(img);
```

5. Array

Select and change an item in an array using an index number is a concept I learned before, however, it my first time learning how arrays work in javascript. Learning how to use arrays to store information helped me a lot in this assignment.

```
// add to total price
totalPrice += cart[i][3]
Items.appendChild(cartItem);
```