PUI Assignment 6B

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Live Link: https://senhao-wang-97.github.io/CMU_PUI/Assignment6B/

https://github.com/Senhao-Wang-97/CMU_PUI/tree/main/Assignment6B

Write a one (or more) paragraph reflection (due with Assignment 6B)

What challenges or bugs did you encounter? How did you overcome these challenges?

One of the major challenge I encountered was getting the local memory to work correctly across the product detail page, and the shopping cart page. I had a hard time figuring out how the data can be stored, read, and transferred, and at the same time minimize chances for errors. I had to look online for tutorials and examples, and it worked out great.

Also, I encountered a bug when I implement the plus and minus for the shopping cart page. In my evaluation for a if-statement, instead of == , I accidentally put =. This caused the system to always evaluate to true, and messed with the overall display. I was debugging and I didn't know what to look for, so I had to use the rubber duck method to go over my code. Luckily this was eventually discovered.

What programming concepts did you learn as a part of the assignment?

1. Local storage and session storage are different. In this case I used local storage, because user might want to check back the store at another time.

2. In order to store array in local storage, we need to serialize the data into strings with JSON.stringify(). After that, we want to use JSON.parse to decode it back into object.

3. The differences between =, ==, and === is an important concept, especially == and ===. === does not exists in any other language, but in Javascript, where string, int, double, and other variables are not as clearly distinguished as in C++, this can be very useful to keep the program fault free.

4. For the shopping cart page, you can add html lines to the page interactively with Javascript, and use ${} to indicate where variables are.

5. It is hard to get stuff from DOM, because you will need to hardcode everything you get from there. It works better to just handle the data with javascript, and once the processing is ready, push everything over to DOM for rendering. (This might be wrong, but I find it helpful)