PUI Homework 6B

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Link to the website
LInk to the Github Repository

Reflection

Before learning about the concept of localstorage in the lab, I was having trouble updating innerHTML content across different pages. The console will always give me errors of “undefined variables”. Later, I learned that I need to use separate JS files for page-specific functionalities. Another difficulty that I encountered was to call a function when a user goes to a new page. I tried different methods I found online including window.load and document.ready but it was hard to define the specific html url using that method. Finally I was able to achieve it by calling the onload function in the HTML file to trigger one specific function (to update the cart item total). In the future, I would like to do some research on different Javascript functions and compare the differences before trying them out one by one. During this process, I also learned to use console.log in the developer tool to print out variables to check and debug, which I found extremely useful.

Programming Concepts

Representing products as custom Objects
For this assignment, I learned to use Object class to store different properties of the product, including item name, color option, fill option, quantity, and price. This way an object can be used to store different types of products with varying properties based on the user's selection.

Using Local Storage to Store/Pull Variables Across Pages
This is the first time that I learned about local storage and how to use javascript to pull stored data from one page to another. For this specific project, I used local storage to store user selected pillow name, color and fill options from the product page and have it updated on the cart page.

Using Event Listener to Register Button Click
I also learned to use the addEventListener() method to attach an event handler to the specified element. For example, on my product page, I used addEventListener to register button click events and track when the user adds a product to the cart. Then I can call appropriate functions associated with that button click event.

Using Onload to Update Page

To have the cart items update across different pages, I used an onload function in HTML so that it will call a javascript function to grab the localstorage variable for itemTotal and have the correct number of items updated on different pages. Everytime the page loads or refreshes, it will call the methods to get the latest item count.

Using HTML Table to Represent Cart Items

To display item selections properly in the cart page, I used the HTML <table> tag with each row representing a selection and with each column a property of the item. To remove an item, I created a column for the remove button and used onClick event to remove that associated row of products.