

# DWA\_08 Discussion Questions

In this module, you will continue with your “Book Connect” codebase, and further iterate on your abstractions. You will be required to create an encapsulated abstraction of the book preview by means of a single factory function. If you are up for it you can also encapsulate other aspects of the app into their own abstractions.

To prepare for your session with your coach, please answer the following questions. Then download this document as a PDF and include it in the repository with your code.

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## 1. What parts of encapsulating your logic were easy?

- It was pretty simple to isolate the logic into distinct functions and arrange them into useful blocks. It was only a matter of recognizing and extracting the code's distinct functional blocks into functions.

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## 2. What parts of encapsulating your logic were hard?

- Making sure that the encapsulated functions have access to the required information and components was the challenging aspect of encapsulating the logic. Global variables were occasionally used to store and share data between functions, which can make it more difficult to manage and maintain the code. To prevent dependency on global variables in the future, the code should rather be refactored to clearly send data as function parameters or utilize more localized variables.

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## 3. Is abstracting the book preview a good or bad idea? Why?

- Abstracting the book preview means separating the code that handles the book preview into its own function (`handleBookPreview`). This is a good idea because it helps organize the code and makes it easier to work with. By separating the book preview logic, we can use it in multiple places without having to write the same code over and over again. This makes the code more efficient and reduces the chances of making mistakes. It also makes the code easier to understand and modify in the future, as the book preview functionality is isolated and can be updated independently from the rest of the code. Overall, abstracting the book preview is a beneficial practice that improves code structure, reusability, and maintainability.
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