**Notes**

1. **document.addEventListener("DOMContentLoaded", function () {**

* **Runs the script after the HTML document loads completely.**

1. **const pizzaCards = document.querySelectorAll(".pizza-card");**

* **Selects all elements with the class .pizza-card (pizza options) and stores them in the pizzaCards variable.**

1. **const pizzaFormSection = document.querySelector("#customization-your-pizza");**

* **Selects the section with the ID customization-your-pizza (where users can customize their pizza) and stores it in the pizzaFormSection variable.**

1. **const pizzaRadios = document.querySelectorAll("input[name='pizza']");**

* **Selects all radio buttons with the name pizza and stores them in the pizzaRadios variable. These represent different pizza options the user can choose from.**

1. **pizzaCards.forEach(card => {**

* **Loops through each pizza card (from the pizzaCards list) to add a click event to them.**

1. **card.addEventListener("click", function () {**

* **Adds an event listener to each pizza card. When the user clicks on a card, the function inside will run.**

1. **const selectedPizza = this.getAttribute("data-pizza");**

* **Gets the value from the data-pizza attribute of the clicked pizza card, which represents the pizza that was selected. This value is stored in the selectedPizza variable.**

1. **// Highlight the selected card**

**pizzaCards.forEach(c => c.classList.remove("selected"));**

**this.classList.add("selected");**

* **Removes the selected class from all pizza cards to reset the selection, then adds the selected class to the clicked pizza card, visually indicating it’s the selected one.**

1. **pizzaFormSection.scrollIntoView({ behavior: "smooth" });**

* **Smoothly scrolls the page to bring the pizza customization section into view.**

1. **// Select the corresponding radio button**

**pizzaRadios.forEach(radio => {**

**if (radio.value === selectedPizza) {**

**radio.checked = true;**

**}**

**});**

* **Loops through all the pizza radio buttons and checks which one matches the selected pizza (selectedPizza). Once it finds the match, it checks the radio button to indicate the pizza option is selected.**

1. **});**

**});**

**});**

* **Ends the click event listener and the loop through the pizza cards.**