

Assignment 6

Reflection:

What challenges and bugs did you encounter?

Some challenges and bugs I encountered include making button groups active when users select on them, saving users' selection when they add an item to cart, and displaying cart information. Sometimes, I had a hard time inspecting bugs from my website due to ambiguous error messages. For example, there was one time when the inspector displayed an error message saying that my `addListerners` function was not defined. I had `addListerner` function clearly written in the javascript file, but the system could not find it. This bug took me around 30 minutes to find the problem. Additionally, since I only learned some C++ before the course, Javascript was completely a new programming language to me. Understanding and learning new syntax could be hard. For example, I didn't have knowledge that I had to get item from `localStorage` and convert to string using `"JSON.stringify"`.

How did you overcome these challenges?

These challenges seemed intimidating to me at first. When I wanted to implement a function, I would always search on Google and find out relevant resources, such as W3Schools and Mozilla. Unfortunately, I had "Persuasive Design" class at Fanglin's office hour, so I also went to Mary Beth and Kristin's office hour on Thursday to get additional help. When I encounter a bug, I would firstly use "Inspector" tool to find the error message. Then, I would locate the filename and the line of the bug. Afterwards, I would go back to the javascript, css or html file to fix the specific line of code and go back to inspector to find the next error message. When I see an error message that I don't understand, I would Google the error message or ask a friend in HCI Lab. Going to Mary Beth's office hour was very helpful too. I think the best way to overcome challenges is to code with your classmates, pay attention during lectures, and go to TA office hours.

Prototype Design:

When I designed my shopping cart page, my primary design philosophy is to be consistent. Therefore, I implemented the same color scheme, spacing, fonts, and layout to make sure my design is consistent when I sketched the low-fidelity prototype of shopping cart. I kept the menu, header and footer as a start. Then, I created a list of items that users chose to put in the shopping cart. I included quantity, glazing, and product type as well as a big "check out" button which provides affordance which will lead users to the checkout process. For the high-fidelity prototype, I changed all the image holders to actual images, and then I implemented the same color scheme of the website in Sketch.