

Homework 6b Reflection

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Bugs and Challenges

I had the most trouble with setting up local storage. I had problems with overwriting storage when the page was loaded and it was difficult to figure out where the issue was coming from. I think it was difficult because I was trying to do everything from onload calls in my html. Once I switched to writing outside of function in my javascript files it was much easier to conceptualize calling local storage initialization conditionally.

Programming Principles

Objects

Javascript objects can store a collection of information describing something within a program. I used objects to store information about each item a user adds a product to the cart.

Local Storage

Local storage allows user specific data to be transferred between pages of a website. This was crucial to display the number of items in the cart when a user goes back to the home page of my website.

Variable Scope

Variables defined outside of functions are global variables and can be used everywhere in a script after being defined. I only had to define cart as a local storage entry once in each script and then it can be updated throughout.

For Loops

For loops can run a chunk of code a specified number of times. The number can be taken from the length of another variable. I used this to create a new html element for each item in my cart, looping through the code to do that based on the length of the array storing cart items.

On load

In javascript onload runs some code every time a page is loaded, reloaded, or navigated to. I used this to update the display of cart items after something is removed by a user. The remove function alters local storage, and then the page is redrawn based on the new contents of storage.

