

## Reflection

Figuring out how to use the sessionStorage was a challenge, especially when trying to store a JSON object as an item. Eventually, I realized that using JSON's functions parse and stringify were necessary to read and pass JSON objects through sessionStorage. Figuring out how to update the cart table dynamically was a challenge, especially handling deletion. Whenever I would add the delete button, chrome would read the result slightly differently. This was evident when I put the html element as a string through the console, but then looked at the html in the inspector. Despite me setting innerHTML to the string that I passed through the console, chrome would still interpret the string differently. Namely the argument that I passed in the onclick function would have random quotation marks in certain places where a space character existed. The workaround was replacing the spaces with dashes. When the onclick function was called, I would replace the dashes back to spaces. This is evident in my cartJS.js file.

## Programming Concepts

- 1) Web Storage – I learned the difference between local storage and session storage, and which one would be appropriate for this assignment. I eventually settled on session storage, since I wanted to be able to have a clean slate easily by using a different tab. However, for production, local storage may be better since you would want to save the user's cart information even if he leaves the site.
- 2) JSON – I got an understanding of how JSON would be helpful to store objects. Every time a user added an item to cart, the script would add it to the JSON object 'items' and store it in sessionStorage. Having key and value pairs allowed me to set a bun to the quantity of that buns.
- 3) Creating HTML elements with Javascript– Using Javascript to create HTML elements are critical in building dynamic sites. For this assignment, I created the cart table and populated it completely with javascript.
- 4) Javascript window functions – Understanding window functions like onload and reload was helpful for certain pages. The cart page used window.onload so that the table could be generated whenever the window was loaded. Whenever the delete button was used, I would reload the page to update the table.
- 5) Debugging – Understanding how to use the chrome inspector to debug was also critical in this assignment. Passing objects through console allowed me to see what values certain objects were, along with seeing the session storage. Whenever a javascript error occurred, I could also see it through the console tab as well.