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Assignment 3- DG8002
JavaScript - Add to Cart
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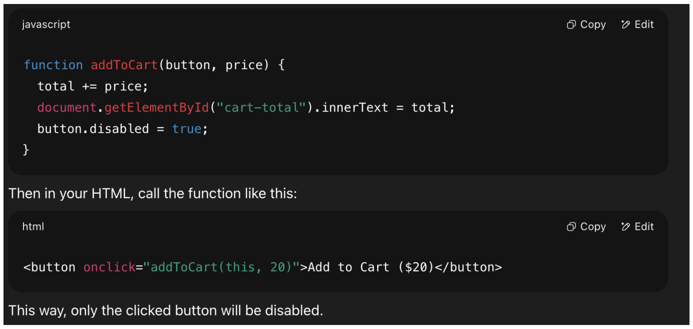
CONTEXT

The goal of this assignment was to create an “Add to Cart” website for an album shop, using JavaScript. It was challenging overall since we had to include hovers that revealed more information about each album on sale, as well as make sure that the cart total got updated and validated a purchase accordingly. I decided to keep the structure of the website and code as simple as possible to accomplish this.

CHALLENGES

1. **Mouseover and Mouseout:** It took me a couple of tries and time to get this event up and running. It wasn’t easy to make the text change when hovering over the album title and then making it go back to the original text if it wasn’t hovered. I had to reach out to W3Schools for help on how to use the *element.originalText* properly, but eventually I was able to figure it out.
2. **Avoiding duplicated items in the cart total:** Figuring out how to disable the add to cart button meant isolating the button itself to be modified. This was very tricky and confusing, and I did seek help from ChatGPt by prompting the following: “How can I disable the "Add to Cart" button after it's clicked so users can't add the same item twice? Here's my basic setup: <button onclick='addToCart()'>Add to Cart</button>”. To which it responded: *You can use the `this` keyword inside your `addToCart()` function to refer to the specific button that was clicked. Update your function like this:*



```javascript
function addToCart(button, price) {
  total += price;
  document.getElementById("cart-total").innerText = total;
  button.disabled = true;
}
```

Then in your HTML, call the function like this:

```html
<button onclick="addToCart(this, 20)">Add to Cart ($20)</button>
```

This way, only the clicked button will be disabled.

3. **Matching the cart total with the input written by the user:** I didn’t understand that the user input was read as a string (I didn’t know what a string was), so after researching this, I found that the string had to be converted into a number for it to be compared to other numerical values. This is how I found that Number(input) could help me compare the values with if statements.