Assignment 6B
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Reflection
The main challenge I faced when working on this part of the Assignment was figuring out where to start. When implementing the shopping cart page a few weeks ago, I did not take into account how Javascript would fit into the design and code that was already written. To overcome this challenge, I broke the problem into smaller subproblems. For instance, I decided to break the main problem into two smaller problems (i.e., how to submit information to storage and how to retrieve information from it) and broke it down even further. Breaking the problem down into such pieces made it manageable for me to make progress on implementing the shopping cart functionality. I also had issues transitioning between layouts when the cart became empty (i.e., all items were removed from the cart). To fix the bugs I experienced there, I used *console.log()*, akin to print statements, to figure out where the output did not match what I expected. This enabled me to figure out what went wrong (I wasn't updating my indexes properly) and promptly fix the issue.

What I learned
Here are five things I learned from this assignment:
- **Event Handlers:** In assignment 6B, I learned how to make use of event handlers that called the function I wanted. For instance, after I clicked on the *"Add to Cart"* button, it called the function that added my desired item into storage and it updated the count of the number of items I had in my cart.
- **Breaking Problem Into Smaller Pieces:** Initially, implementing Javascript on the Bun Bun Bakeshop webpage felt like a daunting task. However, after breaking the problem into smaller pieces, as described above, the problem at hand felt a lot more manageable and it was easier to write pseudocode, for instance, that enabled me to roadmap a solution to the problem (e.g., how to update the number of items present in the cart) at hand.
- **Console.log:** Testing my code with statements such as these enabled me to understand the present state of the system and how I should go about fixing it. For instance, there were times when I expected a line of code to output a certain index. However, using console.log enabled me to realize that the index was one off from what I was expecting.
- **Console:** Reading error statements and writing toy code directly on the console allowed me to figure out what went wrong. For instance, there were times when I could not access an element and the corresponding text in it because I forgot to add an index (e.g., [4] after .children). Reading the error statement, as well as the outputs soon after, enable me to quickly toy around and find a solution to the issue.
- **Comments:** From this assignment, I learned how valuable it was to frequently write comments on my code. For instance, after taking a break, I noticed that I wrote a 50+ line function and at a glance, did not know what it stood for. However, thanks to the comments I wrote, I quickly realized that the function was doing.