

Homework 6b

GitHub Link: https://github.com/annie-c/PUI2020/tree/main/assignment_6b

Website Link: https://annie-c.github.io/PUI2020/assignment_6b/

Reflection

One issue I was having was trying to keep the count of the items throughout all of the pages. Specifically, I was first initializing the count of the items to zero through local storage. However, I was facing the issue that every time I opened a new page or refreshed the current page, the count of the cart would return to zero. Later, I realized that I can instead have the text display zero when there isn't a variable of count in local storage and that the count variable can be saved when an item is added to cart first. I also faced a few issues with how certain elements looked on the page in terms of placement and alignment. I was able to solve most of those issues by adjusting the padding and margins of those elements, which allowed me to understand how elements are placed relative to other elements on the page. The biggest issue that I faced that stumped me for a while was dealing with the local storage that helped keep track of the types of items in the cart. I failed to recognize JSON.stringify and JSON.parse to store the array that kept track of the items. I also had to understand more in depth how the arrays work, and I found out the bugs through console.log().

Programming Concepts

The first programming concept I learned for this project was the use of innerHTML. I used innerHTML a lot when the text that needs to be shown on the page is dependent on the number of the items in the cart.

```
document.getElementById("cart").innerHTML = "Cart (" + count + ")";
```

The second programming concept I learned for this project is utilizing getElementsByClass(). This was particularly helpful when dealing with the glazes and how to show the selected glaze and not show the previous selected glaze. By using getElementsByClass(), I was then able to change the style of the previous glaze button and the style of the new selected glaze button.

```
var prevGlaze = document.getElementsByClassName("glaze")[glazeIndex];
prevGlaze.style.backgroundColor="white";
prevGlaze.style.color="#533112";
```

The third programming concept that I learned from this project is local storage for variables that are not strings. Since local storage deals with strings, I had to use JSON.stringify and JSON.parse to deal with arrays, which I used to keep track of the specific items in the cart.

```
items= JSON.parse(localStorage.getItem("items"));
localStorage.setItem("items", JSON.stringify(items));
```

The fourth programming concept that I learned from this project was understanding the or operator along with truthy values. This was especially helpful if something has not been initialized in local storage. Specifically for this project, if count isn't in local storage, then the number of items in cart is 0. Therefore, using the or operator, I was able to set the number of items to 0 if the count can't be found in local storage.

```
var count = localStorage.getItem("count") || "0";
```

The fifth programming concept that I learned from this project was dynamically creating HTML elements via JavaScript and appending child elements. This was especially helpful for the cart page since the content on the cart page is dependent on what the user has added or removed to cart.

```
var currItem = document.createElement("div");  
currItem.className = "oneChoice";  
var currImg = document.createElement("img");  
currImg.src = images[i];  
currImg.alt = "Original roll";  
currImg.className = "itemImg";  
currItem.appendChild(currImg);
```