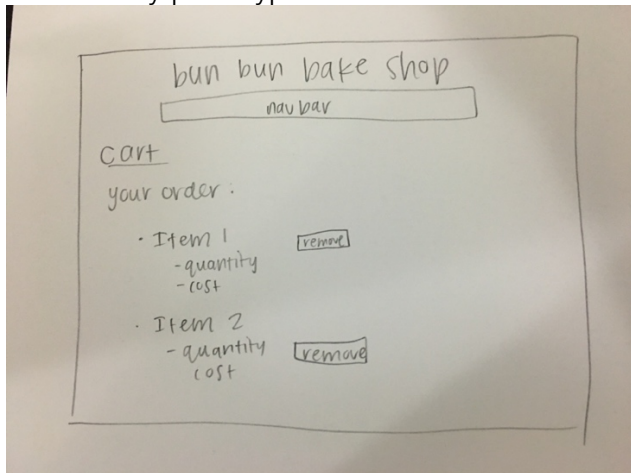


Homework 6

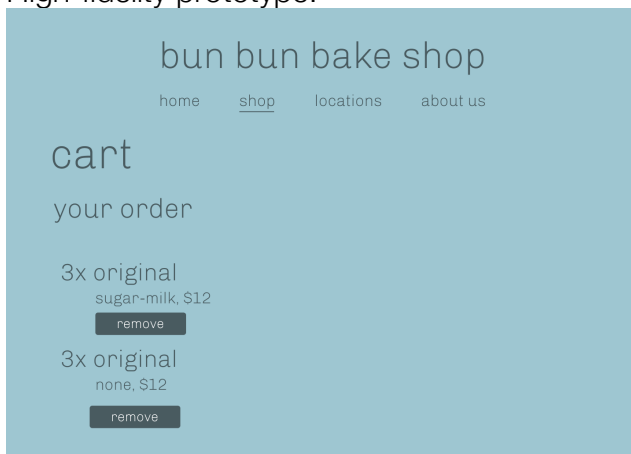
Asad Sheikh
asadalis

1.

Low-fidelity prototype:



High-fidelity prototype:



I chose to go with a simple and minimalist design to easily order and display the inputted orders by the user. There is some blank space on the final prototype that I planned on using to implement checkout details that the user would have to fill in such as their shipping address, but since that was not a part of the assignment the designs do not reflect that intention.

4.

One bug that I had was figuring out how to give the user the ability to add to cart without adding too early. I did this by creating a visual indication of add to cart that turns green only when the user selects both a glaze and a quantity.

Another bug I had was communicating between pages what orders to add. I solved this after this week's lab talked about sessionStorage by adding the quantity and the glaze to

the sessionStorage and then looping through that in my JavaScript file once the cart page was loaded to add in all the added rolls. The last bug I had was figuring out how to add a remove button for each roll order and remove the button along with the order at once, which I solved by creating a container for each roll and adding both a button and the information about the order to the container, and then removing the entire container when the remove button was pressed.

5.

- i) I learned about session storage, which is seen by how I stored the added rolls into local storage and then accessed them
- ii) I learned about editing the document object model with JS, which is how I was able to add containers with elements and buttons.
- iii) I learned how to update the HTML content by accessing parts of the DOM by ID and then also creating child nodes and editing the text content of those nodes within the JS file.
- iv) I learned how to edit CSS within JS files by accessing elements by their ID, and then changing aspects of their style such as background color.
- v) I learned how to use objects when programming with JS as seen by the OriginalRoll object that I created and used as a framework for adding new rolls to the order.