

Bidisha Roy | Assignment 6B Reflection

Note:

- Please visit Floor Poufs -> Round Floor Poufs to see my work
- I included an image carousel at the bottom of the Round Floor Pouf page for extra credit. I heavily referenced [W3Schools](https://www.w3schools.com) to create this carousel

Challenges & Bugs

In this assignment, I believe I was able to create lists of pillow selections, I was ultimately not able to show these in the cart. I encountered bugs with global variables resetting the whole page sneakily. I also don't think I properly grasped the concepts associated with local storage, such as retrieving and setting items. Also, some changes to the CSS changed my other pages and it was difficult to determine why. To be honest, when I am coding, I am constantly encountering and fixing bugs, so it's difficult to recall what they were.

I overcame some of my challenges by analyzing the code carefully, realizing that a global was resetting every time the page loaded, and removing that variable, I relied heavily on W3 schools, stackoverflow, and the 'Inspect' element in Chrome developer tools to understand and fix the bugs. When I felt stuck, I discussed Javascript logic with fellow classmates, which helped me understand how to achieve certain functions and fix bugs.

Five Programming Concepts I Learned

- 1) I learned how to create animations in CSS using webkit and keyframes. I was able to create timed fading functions in my image carousel at the bottom of the product details page.
- 2) I learned how to create a click counter in JS. I created an addToCart function and used clicks+=1 to tally the number of times the user clicks the "Add to Cart" button and reflect this as quantity of items in the cart. I used only clicks=1 (instead of +1) in the Add to Favorites function, because a user should only add one object to their favorites list *once* (there is no concept of multiple quantities for the same object in Favorites).
- 3) I learned how to display changes to text in JS by using .innerHTML and after users' interact with the interface. For example, after a user clicks "Add to Cart," my Add to Cart function retrieves the cart text by ID, sets the .innerHTML to "Added!" and uses to change the color and size of the text.
- 4) I learned how to create objects and their declare properties in JS using object constructors. For example, I constructed a pillow selection function and declared its properties to be name, color, fill, and price. Later in the code, I was able to assign the users' color and pillow selections to the color and fill properties used in the constructors for system storage.
- 5) I learned how to use if statements in JS to create conditional interactions. For example, I used an if statement to state that if the cart==null, the cart list should be empty (cart=[]). I also used an if statement in the image carousel, to show that if n > length of slides, the slide index should be 1; and if it was less than the length of slides, the slide index should equal this length.