PUI
Assignment 6B – Reflection
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Issues & Bugs

I ran into a number of issues and bugs throughout this homework assignment. I think the most difficult issue I ran into was the order of execution in JavaScript. More specifically, for the latter part of the assignment where the user had to be able to delete the item from the cart, the bug I ran into was handling the render of cart items on the page after the item had been deleted from Local Storage. I was able to solve this issue by giving each item in the array a unique ID so that I could easily update the render without affecting the index of the loop. Other common issues I ran into were capitalization errors where I would try to call the necessary function or element. I relied heavily on MDN and Stack Overflow for this. Another issue I ran into, which didn't result in an error but caused some head scratches along the way, was giving id and class names. Because my website was BunBun bakery, I started off the previous homework giving and using ID and class names without much thought. Further into the homework assignment, I realized that I did not have a system whatsoever for naming conventions, and this caused problems when trying to come up with names in the future. I was able to resolve/reflect back on this issue by familiarizing myself with best practices for ID and class names through articles and Stack Overflow.

Programming Concepts

One of the concepts I was able to learn about immutable data. In this assignment, when I went to update the data in Local Storage, I wouldn't directly update the existing data already there. Rather, I learned to create a copy of the data and replace the old data to ensure that the user would be able to have clear control of the data. I was also able to familiarize myself with modularization and encapsulation. In terms of modularization, I divided the JavaScript into their own respective script tags based on what the logic was used for. For an example, I created "product.js" just for product specific code. This way, I was able to reuse files where I needed to for different pages. In terms of encapsulation, I made sure I was bunding the data and methods in a way so that the object would store its state privately to prevent the code from having conflicts and getting too convoluted. For an example, I made sure to the "bundles" of the elements to be rendered in the cart. The next concept was persistent storage. I used the localStorage API to store data about the shopping cart count and the shopping cart items, so that I would be able to retrieve that data across different pages and the data would be available across multiple sessions of the website. Finally, the last and probably the most important concept I familiarized myself with was event handling. I had to use event handlers to handle user input, actions, and browser actions. For an example, when the user would click the "Add to Cart" button after making their selection, I had to attach a click event to this by adding the ".addEventListener("click"…)" to the "Add to Cart" button.