

Reflection

I started off creating an outline of the add and remove function but when I wanted to test it the page never showed any of my changes. After consulting, I realized that I needed an extra update function to show the changes on screen. I referenced TA's code and built an update function that eventually displayed the effect of my functions in the cart page. It also considered different states like when there is nothing in the cart vs. there are items in there previously, which means I must check my local storage before adding or removing. During the process of building my update function, one problem I had was not knowing how to add multiple items to my cart. I could make one show up, but the rest disappeared. The solution turned out to be surprisingly simple, which is to create a list in HTML and then add all my objects into the list, which showed up one after the other. Another problem I faced was accessing a local variable in the global context. When I was trying to update the price according to the value selected in the drop-down menus, I could change the price for different quantities, but I couldn't update the price of the glazing depending on how many quantities selected. Instead of leaving the whole line outside, I troubleshooted by declaring the variable as 0 first outside, and then moving the calculations inside and updating it within the function.