



Assignment 6B :

Shopping Cart

Links to Website and Github repo
Reflection
Learning

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Link to public GitHub repo-

https://github.com/ektaverma166/ektaverma166.github.io/tree/master/homework_6/homework_6b

Link to website-

Home Page- https://ektaverma166.github.io/homework_6/homework_6b/

Product Detail Page- https://ektaverma166.github.io/homework_6/homework_6b/products_couch_view.html

Shopping Cart Page- https://ektaverma166.github.io/homework_6/homework_6b/shoppingcart.html

Reflection

- Issues Encountered:** When on the product description page, I was able to add items to the cart (i.e. add them to the array in local storage), however after navigating to the shopping cart, I was not being able to access the items from the local storage. The local storage was being cleared repeatedly.

Learning: This was occurring because I was coding on the [Glitch platform](#). My product description page and shopping cart pages were considered as two different websites and the local variables weren't being shared across due to security concerns.

Resolution: I stopped using glitch and started editing my local files on sublime. I placed all the files in one folder to allow them to reference the local storage.
- Issues Encountered:** `cart.push` was throwing an error stating that `.push` was undefined.

Learning: My code first checks if `cart_quantity` on the local storage is NULL (i.e. page has never been opened before), if yes then it sets `cart_quantity` to 0 and creates another locally stored object array `cart[]` to hold cart items. If no, then it simply uses `cart_quantity` info to print the cart number next to the cart icon. I realized that I added the code to create `cart[]` after testing my code to set `cart_quantity`. Hence my code never ran through the "if" part, and hence my `cart[]` never got created. Therefore when I tried `cart.push()` it could not find `cart[]`.

Resolution: I reset my `cart_quantity`, causing the program to enter the "if" loop in which it created the locally stored `cart[]` array to hold the cart objects.
- Issues Encountered:** weird items showing up on the shopping cart page, and deletion not yielding the right items.

Learning: To delete I was simply removing the `li` from the `ol` on my webpage, and decrementing `cart_quantity`. The actual `cart[]` array remained unaffected.

Resolution: I used the `splice()` function to actually modify the array when user deletes an item.

Learning

1. **Concept 1:** Learned about OnClick and OnChange event handlers to dynamically change images when selection is altered. Also learned the `setAttribute()` this way.
Example: Used this concept on the product description page to dynamically change the images visible depending on the selection of pillow properties by the user.
2. **Concept 2:** Learned about working with objects and object arrays.
Example: Used this concept on the product description page. I defined a constructor for object `cart_item`. Every time user added a selection to the cart, I created an object of `cart_item` with the details of their selection and added it to the `cart[]` array.
3. **Concept 3:** Learned to work with local storage, especially setting and retrieving arrays from local storage.
4. **Example:** Used this concept across the website. I retrieved `cart_quantity` on every page to display the quantity next to the cart item. I set the `cart_quantity` when user added something to cart. When it comes to the `cart[]` array, I retrieved it on both the product description page (to modify the array) and the cart page (to dynamically generate the shopping list)
5. **Concept 4:** Learned how to modify arrays using `push()` and `splice()`
Example: Used `push()` to push objects to the object array `cart[]`. Used `splice()` when deleting items from the object array[].
6. **Concept 5:** Learned how to dynamically create a list using `document.createElement()` and setting it's attributes using the `.setAttribute()` function.
Example: Used these two functions extensively on the shopping cart page where I was pulling objects from the `cart[]` object array using them to dynamically add list items to my ordered list.