

**Access the element to be Updated:**

- Figure out which animal is clicked by checking the button.
- Find where that animal is in the data list.
- Use the ID or some identifier to know which animal is being updated

**Show a Form:**

- Create a form that pops up. (not prompt dialog)
- Fill in the form with the animal's current info.
- Put the form on the page to display it.

**Saving Changes:**

- Make a button to click when done updating.
- Grab the new info from the form.
- Swap out the old info in the data list with the new one.
- Update what's shown on the page

**Cancel Update:**

- Make another button to cancel if you don't want to update.
- Just get rid of the form without saving.

**Double Check and Test:**

- Test it a bunch to make sure it works like it should.
- Make sure the animal list and what's on the page match up.

**User Interaction:**

- Avoid using prompt dialogs for user input.
- Ensure all interactions are performed on the web page.

**Integration:**

- Seamlessly integrate update functionality with existing CRUD operations.
- Link the update button to the update handler.

**Ensure Good Code Structure**