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PUI Section B
Assignment 6

What challenges or bugs did you encounter?

My biggest challenge with assignment 6 was debugging. Because I had familiarity with HTML/CSS before CMU, the previous assignment felt more straightforward. I started from square one with Assignment 6. At first, I had trouble debugging my Javascript and jQuery within the Google Chrome Developer Tools console. My code was consistently flagged for stray parenthesis and type errors, requiring me to go back to my Javascript file and wade through the code to figure out which parentheses, semicolon, or curly bracket was misplaced. Additionally, debugging was difficult because the console feedback wasn't clear on what mistakes I had made in my code. I'm more familiar with Python, which gives fairly informative error messages about where the bugs are in your function.

I also had difficulty getting items out of local storage and visualizing them on the shopping cart page. I had initially created a hard-coded placeholder item card to visualize my hi-fi wireframe. However, I realized that it would be pretty difficult to recreate my wireframe exactly, given my elementary understanding of Javascript and jQuery. Additionally, I had trouble deleting the items from the page *and* local storage – and having the update made across the cost estimate and the shopping cart badge within the nav.

Lastly, I generally had difficulty rendering my wireframes exactly in code through Assignment 5 and 6. I imagine that this is often an issue for novice developers. Frustratingly, my Hi-Fi wireframe includes much more detail (e.g. ability to add or subtract items within the items in the cart, itemized price summary with shipping information and total within links) than my coded shopping cart page.

How did you overcome these challenges?

To overcome my debugging difficulties, I got into the habit of writing all the necessary characters for a line of code in the moment that I was writing it. For example, when I was calling an anonymous function, I would write function (){}; first, and then click into the curly braces and return down a few lines. This practice ensured that each lines I was writing contained the necessary closing marks.

For the visualization of items added to the cart on the shopping cart page, I created a table and used `` within my Javascript file to add styling. With a function called renderCart, I iterated over all the items within my local storage, formatted them with HTML, and added them to the table. I then used a placeholder id within my CSS file to hold the table items, using innerHTML to replace the contents. To address the deletion and cart updates, I added event listeners on my shopping cart page that updated local storage when items were deleted from the cart. I also

re-called my renderCart, renderCartPrice, and renderCartBadge functions within my addListeners function so that those values would be updated with the new, smaller cart in local storage.

In order to recreate the pages to the best of my abilities, I used some hacky methods from Stack Overflow and W3 Schools that have raised a few errors in the HTML/CSS checker. I also adjusted my expectations for myself on this assignment, and prioritized basic functioning and my understanding of what I was building. However, I did play around with using jQuery and Javascript to make expanding product cards on hover on the product browsing page. I don't want to only create wireframes that I am 100 percent positive that I can render in code, and look forward to experimenting more in Assignment 7.