This week we'll implement the rest of the functions from your global context in your ProductCard.js file.

We'll walk through the logic for this part of the build by first analyzing the definition of a user story.

Accordingly, a user story is a short, user-focused description of a software feature that guides development by outlining the desired functionality and user experience.

User stories are essential for developers as they help prioritize user needs, ensure clear communication, and guide the development of valuable features.

The last part, which guides the development of valuable features, is the most important one to understand as a developer.

In short, a user story guides what kind of code you'll write.

Below is an example of a user story for this part of the project.

Accordingly, as a user, I would like a form to pop up whenever I add a product to my shopping cart.

To show a form to a user based on the above event, we first need to evaluate whether or not a given product is in the cart.

As a clue, this would be a great place to implement our `getProductQuantity` and a shorthand conditional to render the form or the "Add to Cart" button, depending on the condition.

The form implements the `<Form></Form>` element from Bootstrap.

Within the form, as a user, I would like the option to add more of the product I selected to my shopping cart, and I would also like the ability to remove items from the cart.

Here are the two functions that can help us accomplish said task.

```
addOneToCart,
removeOneFromCart,
```

Finally, as a user, I want to delete the entire product from the cart.

The best function for this is the `deleteFromCart` function.
To view what the form and functionality looks like when finished please review the short video

below,

https://drive.google.com/file/d/1j3fboWwLH0GHnNtJS6bzkRb_xL2oyAeC/view?usp=share_link