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PUI Seciont A
HW 6B
22 March, 2020

Reflection:

A challenge I faced was having continuity from page to page. For example, the counter for the number of items in the shopping cart would update in my shopping cart page when an item is added but not the home page. In order to combat these issues, I was able to use local storage to store this information that could be used across any page as well as update it whenever necessary. Once I was able to learn how to properly use local storage, it helped to resolve many other issues as well such as storing information such as the name, cost, and quantity of items in the cart.

Another challenge I faced was creating a dynamic page for the product details page. Initially, I was unsure how to have the product detail page reflect the product selected in the browsing page. However, using a select tag, I was able to create a js function that could fill the product detail page with the matching ids as the selected products on the browsing page.

Programming Concepts:

One of the five concepts I learned was creating local storage and storing information in your local storage. I used this to store information on the items currently in the shopping cart.

Another concept I learned was event driven programming. An example of where I used this was in my product detail page. In the case of an onclick event on the “Add to Cart” button, I would add that item and its properties to local storage and add it to the shopping cart page.

The third concept I learned was objects/constructors in JavaScript. I created objects of the different cinnamon buns that were selected and added to cart where the data of glaze, quantity, cost, and description matched that of the selected item.

The fourth concept I learned was DOM and the idea of a tree structure where each node is an element that has attributes. I had to use this concept in my dynamic product detail page where I specifically used `document.getElementById()` to get specific parts of the page to update its corresponding content.

Lastly, I learned how to debug in JavaScript. When debugging my functions, I would use `console.log()` to check if my code was working properly or if there were error messages appearing in my console.