Web Prototype w/JavaScript

Github link: https://helentsui2011.github.io/hw6b/index.html

Reflection

Throughout this week's assignment, I find the JavaScript part was the most challenging part to tackle as I have not had much previous experience with programming in general. After polishing the shopping cart page with CSS styling, I started out coding for the pillow image showing corresponding to users' selection of color, as well as border color change to the color swatches when selecting as well; I also worked on button changing text after clicked for a set amount of time – both tasks were relatively easy to accomplish and taught me some more basics on JavaScript as I was google searching.

The local storage part was also relatively self-explanatory and manageable. Storing the data was rather easy, but the hard part was to connect it with my HTML placeholders and making sure they all line up correctly, as well as having the cart page load have a separate function from the "window.onload". unfamiliarity with the syntaxes and use of functions resulted in lots of time wasted on finding the right keywords to search for the right function I need; and because many of the stackflow.com answers were relatively out of context, it was difficult to modify the code and apply it for my own use. One other huge learning curve I encountered was the coding methodologies (such as if else statements, how to use parameter for objects, etc) and I was quite frustrated with that process, essentially turning the conceptual ideas into writing. I wish there were more task-relevant lab projects we were able to work on, such as using local storage or dynamically adding HTML modules (I was only able to discover template literals very late in the process) to guide us finishing the assignments on our own. However, I think my learning of JQuery and basic JavaScript functions were overall successful, and to avoid these issues in the future, it'd be good to practice using JavaScript more, and perhaps start out with smaller tasks in blank JavaScript files, finish the task and then implement it in the homework assignments afterwards.

Programming Concepts:

- Object: By learning to add my product item (pillow) into an object, I am able to quickly store the items I would like to add to cart into the local storage; objects also enabled our ability to quickly make changes to the object attributes or values, and also allows pushing the product information into cart easier. I used object Pillow(name, color, material, qty, url) to define my object with parameters, and with users' selection of items I push those data into the objevt. (line 11)
- For loop: for loop allows a section of code to run through multiple times, and this is helpful when I would like to dynamically generate a block of html content when adding more product items into the shopping cart. This way, I created multiple s to display item image, information, quantity and the remove button based on multiple items added to cart. (line 146)
- Splice: the splice function essentially removes one or multiple items from an array. For my homework, I used it to remove a product item from cart when pressing on the remove button. (line 46)
- Local storage allows you to temporarily store a small amount of data across the browser's sessions. In this case, when I am trying to add my selected items into a cart, the data is able to

retain through “detail.html” to “cart.html” as well as other html files, and I can retrieve the local storage data and show it within the shopping cart. (line 36)

- If-else condition allows the code to run selectively when conditions are true or false; if the statement is true, the code within the statement will run; if not, it will skip the code within the statement. For instance, I used it to check if the data is set to null value, and assign it as an string if it is null; in other cases, I also used it for making sure if there is one item left in the cart and user wants to remove it, the container will be hidden. (line 144)