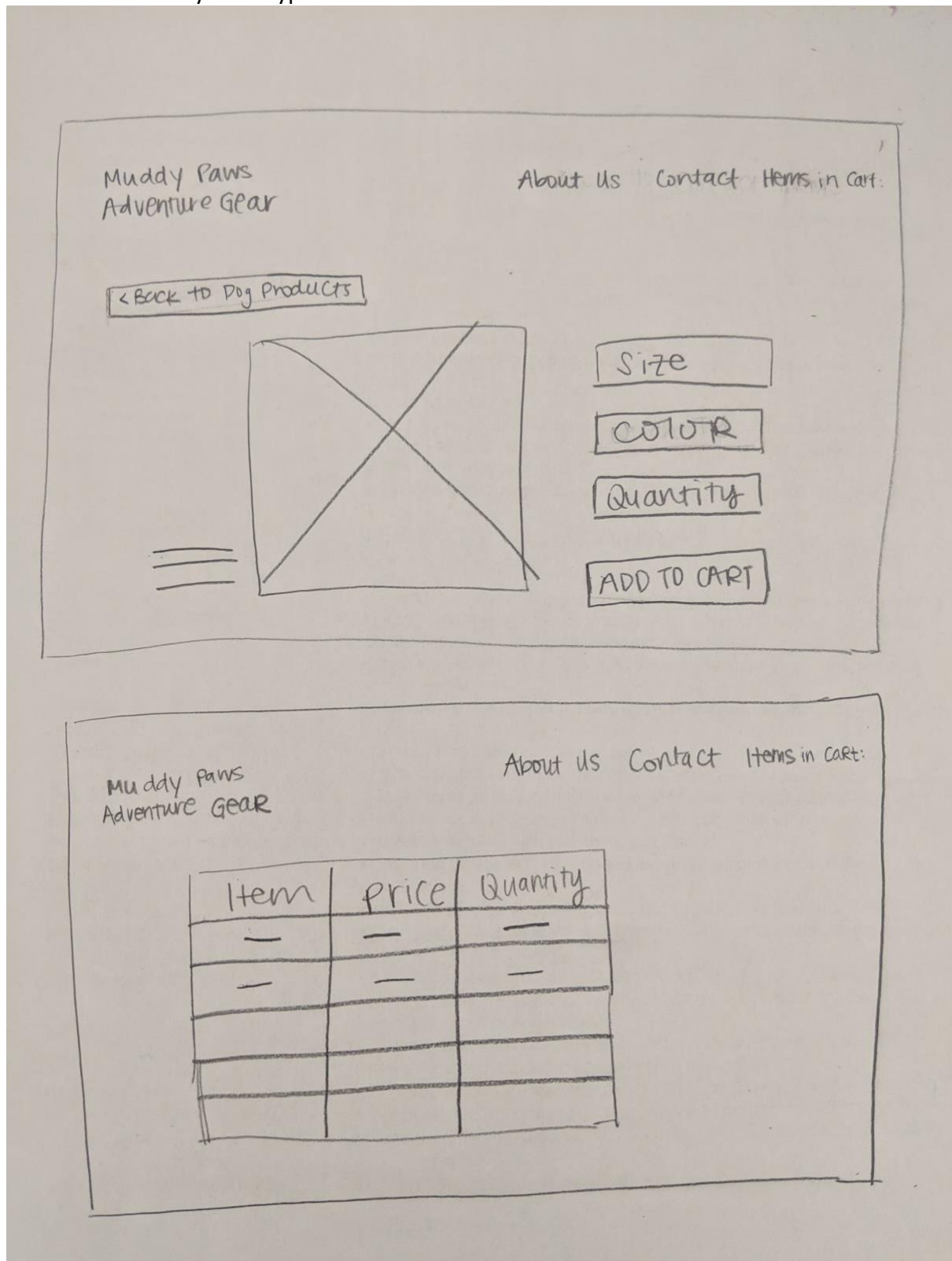
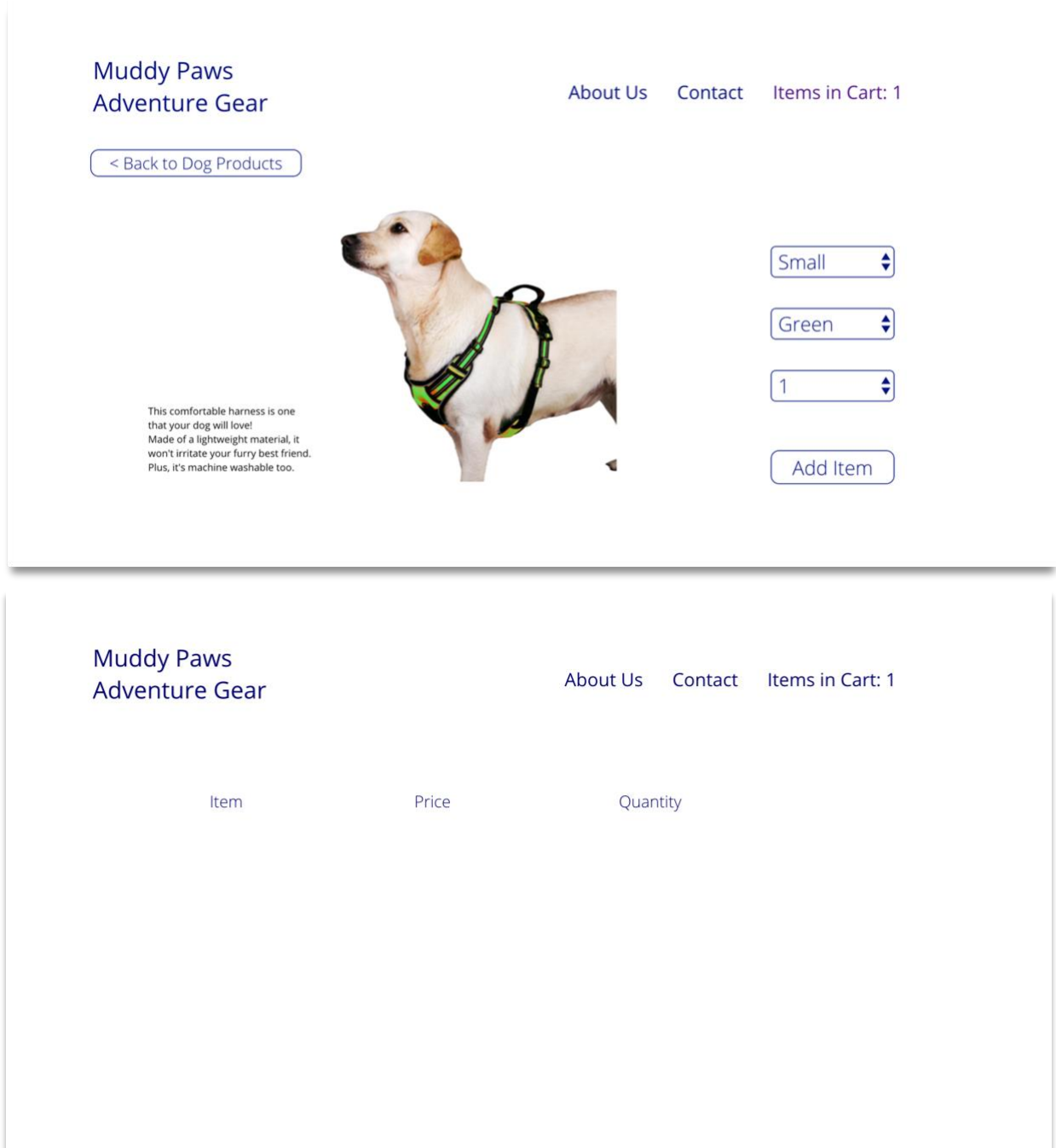


PUI: Assignment 6

1. Low-Fidelity Prototypes



2. High-Fidelity Prototypes



My design rationale for the new features was to have a clean and simple way of identifying the number of items in the shopping cart, as well as identifying the contents of the shopping cart. I added a shopping cart page, which would have a grid of the items, price, and quantity. Otherwise, the thing that changed in my prototype was to have the “Items in Cart” indication for how many items there are in a page.

3. Reflection

- a. While working on this assignment, I found that working with local storage was quite challenging. Additionally, it was difficult to organize the structure of my code; while there were many ways to accomplish a given task, some

implementation ideas were easier to execute than others. By thinking about my code as a whole structure, I was able to organize it in a way that made it easier to implement.

- b. I overcame the challenges I faced by going to office hours and reading online about Javascript. Unfortunately in the end, I was unable to figure out how to render the shopping cart although I was able to add items to the cart and visually indicate the number of items in the cart. I had brainstormed several ways to render the shopping cart but was unable to actually implement a working version.