

Jennifer Kong  
Assignment 6B  
Reflection

GITHUB Link: <https://github.com/jenniferkong/jenniferkong.github.io/tree/master/assgn6BV2>

Write a one (or more) paragraph reflection (due with Assignment 6B)

- What challenges or bugs did you encounter?

I encountered syntax issues (forgotten parenthesis, misspellings, etc), overwritten variables (defining a variable within a for loop which just rewrites/redefines the variable), uncalled functions (not knowing I was not calling the functions), and called the functions in the wrong order. I was also challenged because I did not know how to tackle and execute certain concepts, like removal of the items in the cart.

- How did you overcome these challenges?

I overcame these challenges through lots of console.log or localStorage in the console and within the code, commenting the code, to try to troubleshoot variable and function issues. I overcame syntax issues mostly through the TA or just double clicking the function names to check for similar names. I pseudocode higher concepts of what I want to accomplish before I go back in to fill out the code, with the help of google to tackle things I don't know how to accomplish or don't know the language for. Better pseudocoding can help mitigate issues that might trickle down.

3. What programming concepts did you learn as a part of the assignment?

- Illustrate at least 5 concepts with an example.
  1. Algorithm - I used top down design to create an algorithm for tasks. For example, adding an item into a cart requires several actions: customizing item (glaze, quantity, price, and flavor), clicking the "add to cart button," creating an object from it, storing the object into an array, storing the array into local storage.
  2. Array - Arrays are treated oddly in conjunction with local storage, in comparison to python, which is very straightforward to access and modify. I used an array for cart so I could store items in it.
  3. Loop - Rushil introduced me to the idea break in a for loop. I used this when I was trying to display subtotal.
  4. Class/ID - How well you organize the HTML determines how much easier life is going to be when you need to use getElementById/Class. I "hacked" my customization by labeling the IDs as numbers (which is bad practice), but it made checking for selected buttons easier.
  5. Syntax - Correct syntax can determine how much time you spend debugging your code! It is super easy to jumble syntax across languages and be unable to recognize errors. I forgot parenthesis in an if else statement.

```
if (i == "1") {  
    //do something  
}
```

Vs (the wrong syntax)

```
if i == "1" {  
    //do something  
}
```

4. Reflection (3 pts total)

- a. You should clearly demonstrate what issues / bugs you encountered, what you learnt from them and how did you resolve them. A good reflection will demonstrate a clear understanding of the issue, and how it may be mitigated in the future.
- b. Writing should use appropriate style and clearly to convey the writer's concepts (this includes grammar).
- c. Writing should demonstrate reflection on actual events and analyze these events to draw appropriate conclusions.

5. Programming Concepts (5 points)

- a. Demonstrate 5 programming concepts that you learned in Javascript and used in this assignment with an example.
- b. Writing should use appropriate style and clearly to convey the writer's concepts (this includes grammar).