

2) One of the major bugs I came across was how to successfully remove an order item from the cart. Initially, I had trouble figuring out how to delete a specific order item instead of all of them at once. I resolved this by passing the product object of each specific sub-order into the onclick function for the button in the "showProductInCart" function. This easily identifies which sub-order to delete. Another bug I encountered was that Product objects were not created correctly as the name, glazing, and count attributes were null even after initialization. I realized that passing these values as parameters didn't work. Rather, I had to get the corresponding elements by their id and fetch their values like so. Doing this fixed the bug and product objects can be properly created.

3) Some programming concepts I've learned include the following:

- Adding event listeners in JS, instead of in-line HTML:
 - When removing an item from the cart, I implemented the removing functionality in the script.js file, not index.html
- Representing products as custom objects:
 - I had a Product class where I would create instances for each sub-order. This was really helpful for storing attributes of that order (ie: what glazing the customer selected, and how many rolls they chose)
- Representing the cart as an array of Product objects
 - Doing so made it a lot easier to keep track of which items were still in the cart. It also was a lot easier to remove items from cart and update the view accordingly.
- Using the <template> tag for repeated HTML elements
 - This made it a lot easier to add items to the shopping cart visually. Instead of doing this manually, I just: created a clone of the template element, changed it, then added it back to the container element which contains the template.
- Removing items from a cart = remove objects from an array
 - I did so by iterating through the list and finding which object has the same properties as the one I want to delete. If found, the index of the object is saved and is used to remove the object from the array.