Homework 6B
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Website
https://jongyeonchae.github.io/homework_6b/

Github Repository
https://github.com/jongyeonchae/homework_6b

Reflection

Implementing the interaction with Javascript required me to search for the relevant information on Google a lot. Especially, utilizing localStorage to save the items with chosen option was a difficult task. On every event for “add to cart”, the item should be added to an array and it should be retrieved and displayed when the users visit the Cart page. However, I struggled to implement this since I wasn’t able to stack new items on my array. After googling examples of localStorage usage, I realized that I had to declare the array before pushing new items to the array and check whether it already has items. At first, it was a bit confusing since I thought I already declared when I first defined my array but I was able to see the difference by printing through console.log. Also, one thing that took me a while to fix was when I tried to use getElementById even I used “class”. Those trials and errors seemed absurd but it did give me the importance of breaking down into small pieces and checking one by one when debugging.

Programming Concepts

Storage Object: localStorage

You can save data in your browser by using localStorage. To save an object, you might need to use JSON.stringify to make it into a string and JSON.parse to make it into an object again. I used this to save the selected items on the storage and it allowed me to access the data on other pages.

Scripts: defer

When using some querySelector in javascript, sometimes you might get an error telling you there is no such element you are referring to. This could occur if the javascript has been downloaded even before HTML was parsed. In this case, you can add ‘defer’ in your script tag which will defer operating your javascript until HTML is parsed. I have used this in all of my script tags and it helped me to address the errors whenever I clicked the “add to cart” button.

Constructor

To save multiple properties, it is recommended to make a constructor and have all properties in it. This would allow you to maintain data and call out those properties easily. It was useful as I collected the data with the options that users selected and save them on the array.

eventListener

When you want to trigger an event based on users' reactions, you can use eventListener to detect the input. There are a lot of events that you can detect, but onClick is one of the most frequently used ones. I used onClick to detect and trigger an event when users click the "add to cart" button and a consecutive statement was written in a function to finish the process.

For statement

You use for statement when there is repetitive work to be done. To utilize this, you need to provide information such as initialization, condition, and final expression. It would iterate until it meets with the condition. I used this statement to get all of the saved items from the array and display them on the Cart page.

Bonus

Total amount calculation

Added function to calculate the total amount of items on the cart page. It adds up and subtracts when the number of items changes.