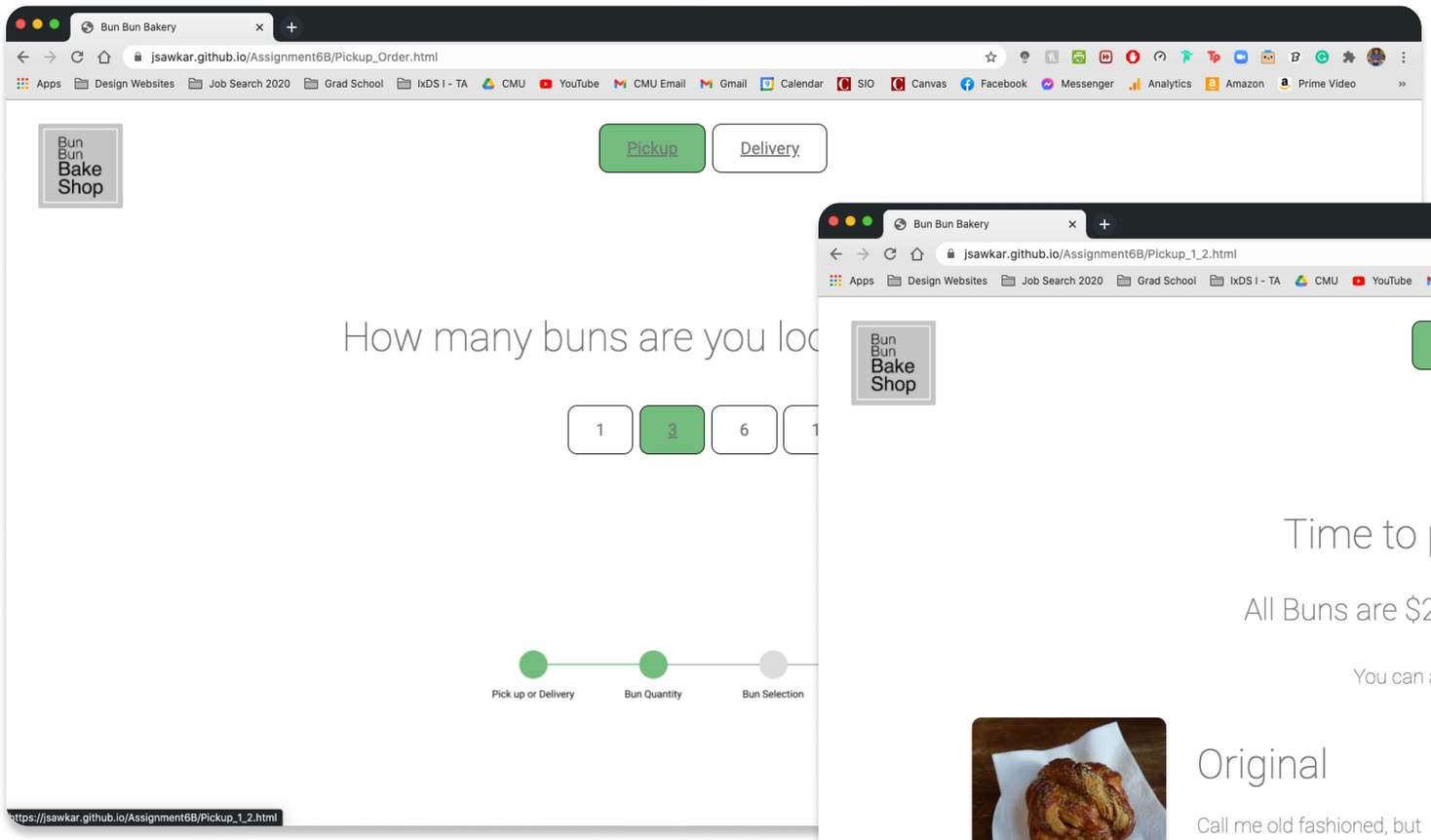
Assignment 6B - Web Prototype w/JavaScript

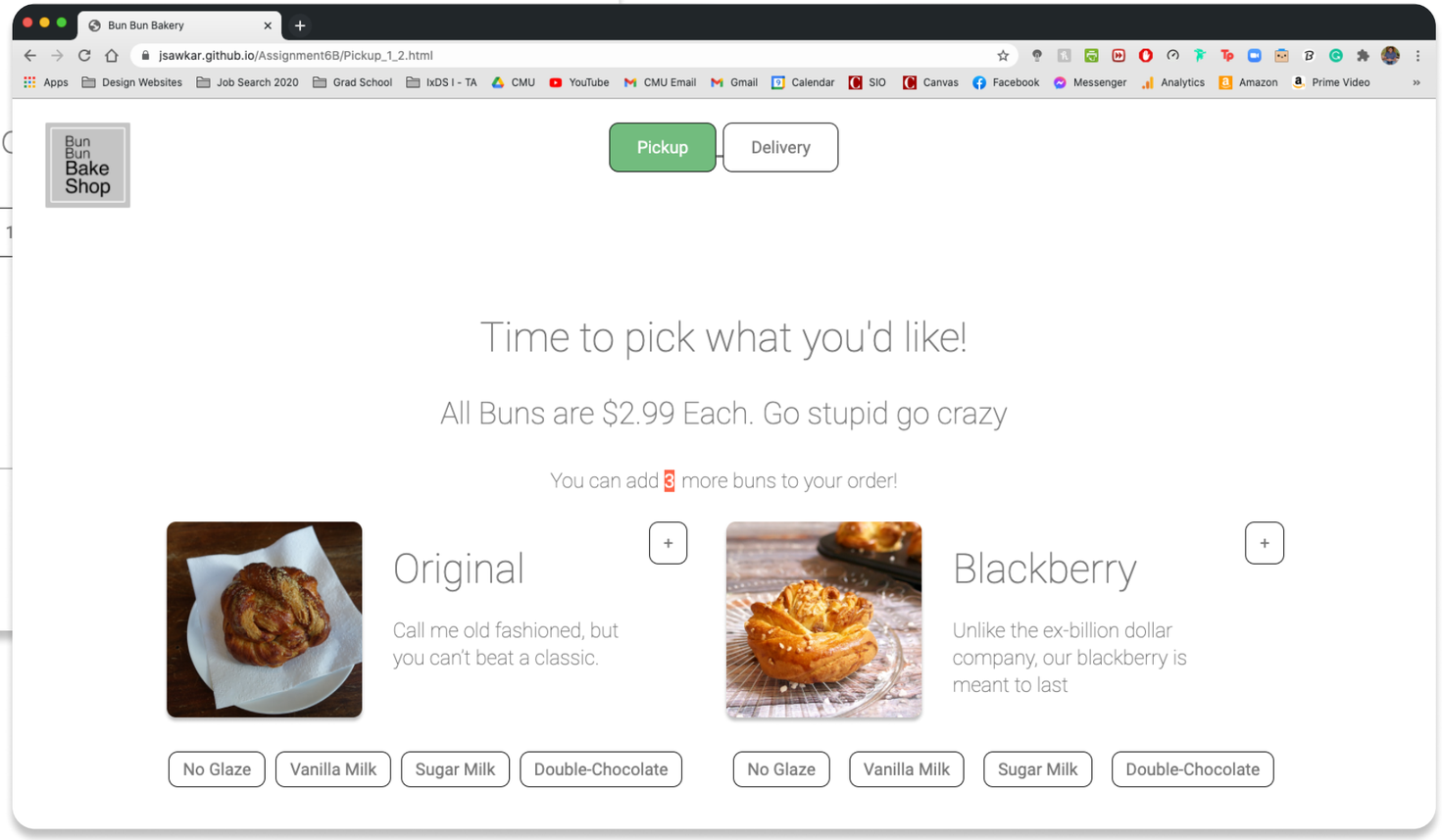
Jai Sawkar

05-430 | Section A

Table of Contents

Web Prototype
w/ JavaScript





Repository:
https://github.com/jsawkar/Assignment6B

Github Pages:
https://jsawkar.github.io/Assignment6B/index.html

Reflection

The second half of Assignment 6 was alot more work in a langauge I am still getting used to. My site in Assignemnt 6A allowed for Users to understand how many items they have left in their order through JavaScript. In Assignment 6B, I further iterated on this idea, creating a “Your Order” componenet on the Bun Selection page. Through this, a User’s order, quantity, and glaze would be reflected here through Javascript, updating as a User adds & removes orders from the car.

This process was not a problemless-assignemnt. The three biggest bugs/issues I encountered through this assignment using local storage, removing checkout items, and formatting decimals in final totals:

Local Storage:	*I worked through local storage by using it to create a more modular, legible, and effective Javascript file, allowing items stored, such as item quantities for all the buns.*
Formatting Decimals:	*Towards the end of the assignment, I realized that if a certain amount of buns were bought, the final price would display all decmial values. I was able to fix this through JavaScript toFixed() Method, allowing me to conver a number into a string, rounding the number to keep only two decimals*
Removing Checkout Items:	*Initially, I was not sure how to remove checkout items. I had been using visibility to reveal slected items, but simply reversing this option would only remove the Bun Picture, Description, and remove button, leaving “0” for Quantity & Price. In order to get this to work, I had to also empty the string for quantity & price for it to reflect on the page.*

Programming Concepts

Through this assigment, there were 5 programming concepts that I learned and used:

Local Storage:	*Used in creating a* function to allow for updating the checkout based on clicks of the Add Button *& defining when an Bun-Type was added to update the quantity & prices for the buns* *Example: checkout.js Line 61 & 82*
Looping Through Elements in a Class:	*Used for loops to loop through elements to set the appropriate visbility for items, quanitity, and price.* *Example: checkout.js Line 33 & 36*
HTML Retrival Update:	*When setting variables in my Javascript file, I defined them using attrributes such as `getElementsByClassName()` and `getElementById()`.* *Example: checkout.js Line 26 & 48*
Setting Visibility:	*In order to appropriately display selected items into a User's Order, I varied the visibility of elements in the "Your Order" to initially be hidden and only become visible after a User selects a bun.* *Example: checkout.js Line 37 & 58*
Using Event Listeners:	*In order to act on a User's interaction with the site, I added Event Listeners to the JavaScript file to run a specific function.* *Example: checkout.js Line 74 & 144*

Resources:

https://www.w3schools.com/js/default.asp

https://stackoverflow.com/

Assignment 6B - Web Prototype w/JavaScript

Jai Sawkar

05-430 | Section A