## E-COMMERCE APPLICATION ON IBM CLOUD FOUNDRY

# PHASE 5: Project Documentation and Submission

An e-commerce application hosted on IBM Cloud Foundry is a web based platform that allows businesses to sell products or services online.

## **Project Explanation:**

The code begins with a tag that contains two child tags: one for the main content of the page, and another for the navigation.

The first thing you see is a pair of tags.

The first one displays a name of website i.e EcommerceStore.com, while the second one displays a search icon.

This will be used to help users find what they're looking for on the site.

It contains information about how to purchase items from this store. It includes details like product categories and prices.

Each product has its own row, and there are images associated with each item so that users can better understand what they're buying.

The code creates a div with the class navltem, which will house all of the navigation for our ecommerce store.

Within this div, we have two elements: a search input and an icon for our search bar.

The code within the search input will allow users to enter text into the form and it will be auto filled with the current page's title.

The icon will be used as a placeholder for our search bar and it will dynamically change depending on whether or not there is any content in our search input.

Finally, we have created a div with the class navltem which will house all of our navigation.

Within this div, we have created a heading titled "Ecommerce Store" and beneath this heading

JavaScript Logic:

The code starts by creating an array of objects called products.

Each object in the products array will contain information about a different product.

The first object in the products array is called choosen Product.

Next, we need to get hold of all of the information about choosen Product.

We do this by using document.querySelectorAll().

This method takes two arguments: The first is a selector (in this case, ".productTitle") and the second is a list of strings (in this case, ".color").

We then use for Each() to loop through all of the menultems in our document.

Each time around the loop, we'll add an event listener to each item so that we can track when it's clicked.

This function will take three arguments: The first is choosenProduct, which we've already obtained from earlier; secondly, currentProductImg, which is our image pointer for displaying what's currently being displayed on our screen.

#### Index.html

### Style.css

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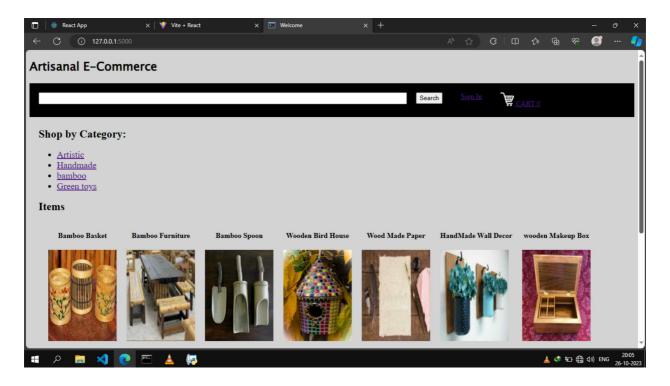
# stylecas > % spojs
```

# App.js

```
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```

```
color.addEventListener("click", () => {
            currentProductImg.src = choosenProduct.colors[index].img;
113
        currentProductSizes.forEach((size, index) => {
117
         size.addEventListener("click", () => {
  currentProductSizes.forEach((size) => {
118
119
             | size.style.backgroundColor = "white";
             size.style.backgroundColor = "black";
122
             size.style.color = "white";
123
       const productButton = document.querySelector(".productButton");
const payment = document.querySelector(".payment");
const close = document.querySelector(".close");
       productButton.addEventListener("click", () => {
    payment.style.display = "flex";
132
        close addEventListener("click", () => {
        payment.style.display = "none";
```

#### Output:



An e-commerce project is a complex endeavor that involves various stakeholders, from developers and designers to marketers and customer support teams. Success in e-commerce often depends on the ability to adapt to changing market conditions and customer preferences while maintaining a seamless and secure online shopping experience.