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Section A

HW 6 Reflection

1. **Low & High-Fidelity Prototypes**

The low-fidelity prototype is a modification of the cart page that was designed in a prior assignment. The modified prototype largely follows the same page structure in that it that allows the user to see all of the individual items in his/her shopping cart, the subtotal (excluding tax and shipping), and also navigate back to the browse page to continue shopping or proceed to checkout. With regards to the order overview section, the user is able to review the quantity, product type, glazing selection, and price for each selected item in the cart. At the bottom of the cart is the summation of all order prices, or the subtotal.

In terms of modifications, this new low-fi prototype allows users to remove items from the cart or clear the entire cart at once.

The low-fidelity prototype was then tested with users. Overall, the cart was simple to use and understand, however the item removal buttons were not clear, given that the “subtract” symbols are usually accompanied by “add” symbols. In this cart, there is no ability to add items. The hi-fidelity prototype therefore shows the modification of the item removal function by using buttons labeled “remove” for greater clarity and usability.

1. **Reflection**
   1. **What challenges or bugs did you encounter? How did you overcome this challenge?**

Throughout this assignment, the biggest challenge I encountered was effectively being able to debug my code when my functions weren’t properly executing how I intended. Given that I was writing vanilla javascript code rather than using jquery, I had more lines to comb through whenever I had to search for a mistake. To overcome this, I became more familiar with my Chrome browser’s developer tools – especially the console. By writing either text or values with console.log, I was able to understand exactly where the code was having trouble running and better pinpoint which lines to modify. I also found that I could easily access and clear my localStorage within the Applications tab of my developer tool. This enabled me to be able to check if I was successfully saving orders within localStorage a lot more quickly.

Given that I was using jquery rather than javascript, I also needed to find a way to tell my browser to run my javascript code *after* the HTML on a page finished loading. After struggling to write the equivalent to jquery’s document.ready() and finding no success, I was able to accomplish my goal by adding the script tag in each HTML page at the bottom of my body section, rather than in the head.

Sources:

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