Web JavaScript Prototypes

Design Rationale

For my cart page, I designed it similar to my other pages to ensure consistency across the website. The background image is the same for all of the internal pages on my website and there is a clear heading at the top of this page to provide feedback to the user. Looking at other websites' checkout pages, I arranged my Contact Information and Billing Information similar to design standards across websites to allow users to recognize a checkout page and fill out the information as they normally would. The information regarding the products in the cart is displayed pretty similarly to other websites as well, allowing users to modify their current order or remove it altogether. Overall, I tried to follow design standards for this page because it is pretty universal across all shopping websites.

Bugs/Mitigation

While coding for this assignment I ran into a couple bugs in my javascript file: I had a somewhat difficult time writing the code that would change the cart icon on click, I tried to create an even listen for the button labeled 'Add to cart', however this was not working so I ended up adding an onclick attribute to the button instead which worked much smoother. I also had a small problem with styling buttons, since they are already an HTML tag they have some predetermined css styling and overriding this, specifically the display of the internal was something I had to research how to work around. Eventually, I added in an id and was able to style it according to my design. For the future, I will probably use the onclick attribute when calling functions from button tags because the flow makes more sense in my mind. I will also keep in mind that some tags on HTML have certain CSS that needs to be overridden, and I think I will get less frustrated with my code if I keep this in mind.