

## **Web JavaScript Prototypes**

### *Bugs/Mitigation*

While coding for this assignment I ran into a couple of bugs in my javascript file: I had to figure out how to store objects in localStorage because the original functionality is for holding strings. Through some research of documentation on the web, I found that you can store objects using a 'JSON.parse()' function. Then the largest bug that I ran into during this project was trying to figure out how to update the object values according to user input. At first, I was trying to update the specific value in the object using localStorage; after speaking with my TA Vikram, he said a better method would be to change the object directly and then resave the updated object into localStorage each time, this worked significantly better. A smaller bug I ran into was trying to figure out when to reset localStorage. At first, I had cleared localStorage every time the user clicked on the 'products.html' page but quickly realized that this did not make any sense if the user wanted to add multiple items to their cart. I eventually landed on clearing it when they clicked the checkout button or the 'index.html' page. Lastly, my other large bug was trying to figure out how to add up the prices for the items in the cart. I found the parseFloat() function and the toString() functions which were very helpful. At first I was just using the parseInt() function so it was cutting off when it got to the decimal point but this was fixed once I changed the function and used .toFixed(2) to stop the float at the decimal place I wanted. This project was very challenging cognitively because I had to figure out how to store the information of the products, how to update these values according to user input, and how to display these values correctly in HTML. I thoroughly enjoyed this project as I know it made me a better programmer and problem solver.