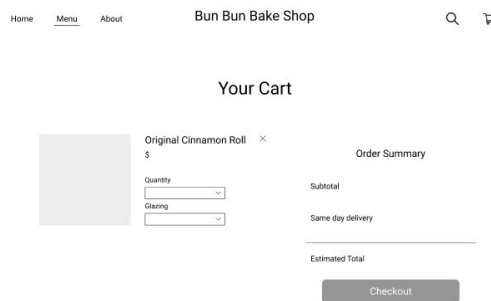
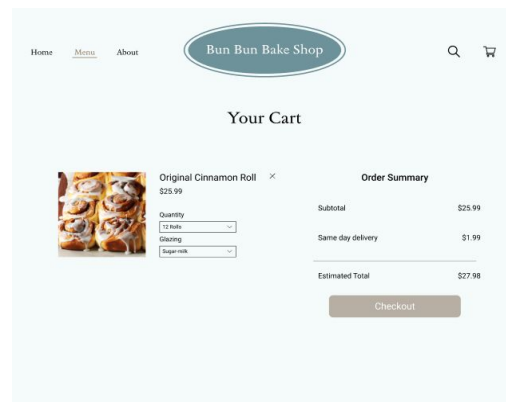


## Low & High-Fidelity Prototypes: Low-fidelity rough sketch



I chose to do a two column view of the cart where you can view and alter the quantity and glazing in the cart to maximize user freedom and view of the system status. On the right, you can see the order summary, including the subtotal and total. From there, you can move to checkout where you can input credit card information.

## High-fidelity digital mockup



For the high fidelity mockup, I included my color palette to make the cart consistent with the other pages. I kept with the blue and neutral tones to make it feel comfortable, but also personable.

## Reflection

In assignment 6B, I encountered a few bugs that took time to figure out. One bug was that initially, whenever I clicked 12 rolls in the product details page, it would show up in the cart as 1 roll. Upon analyzing my code, I realized that it was because I was referencing both 12 and 1 by using "if item includes 1." I eventually fixed this by directly referencing them with "if item includes 1-roll." From this, I learned that you have to be very specific with what you write in your code. The omission of one word could make the difference between a bug and correct code. Another bug I encountered was having the delete button delete the entire cart instead of just one product. At first, it was difficult for me to figure out the Javascript for this particular functionality because I didn't know how I would specifically delete the correct selected product. My first shot at the deleteFromCart function ended up deleting everything from the cart and also not updating the cart count correctly. Upon giving it further thought, I realized that the string wasn't being joined correctly after removing the one I wanted to delete. It was a method vs function

issue where I thought .join was a method that would modify the cart array in place, but it's actually a function that returns a string, pushing me to realize the difference.

#### Programming Concepts (5 points)

The first programming concept that I used in this assignment was functions. I used functions for nearly everything- from the function to update the cart count to the function to update images based off of selections in the product detail page. I used a lot of functions because this assignment had a lot of inputs that required outputs. For example, in my first function, update cart, I used local storage to access the item count and used that to show the amount of items in the Cart.

Another programming concept that I used throughout my assignment was the variable assignment. I also used this in my first function, update cart. I used var to identify itemCount within localStorage.

In addition to var, I also used const which maintains constant values. I used const in my displayCart function to declare what each block was in terms of the image, class and ID.

I also used array methods such as join in my delete from cart function. I used it to join all array elements into a string.

Finally, I used if and else statements when coding the displayCart function which essentially shows each item selected in the cart. This is to have it display the correct price based off of selection.