

Now wire it into your `Navbar.jsx`:

Created a file, ran a command, read a file >

What to add to your project:

1. `BagDrawer.jsx` → drop it in your components folder alongside `Navbar.jsx`
2. `BagDrawer.css` → same folder
3. Replace your `Navbar.jsx` with the updated version

What changed in Navbar:

- Added `bagOpen` state and `setBagOpen`
- The bag button now calls `setBagOpen(true)` on click
- `<BagDrawer>` is rendered *outside* the `<nav>` tag — this is important so the drawer and overlay can cover the full screen including the navbar itself

To test:

- Click the bag icon → drawer slides in from the right, overlay darkens the page
- Click the overlay or the X → drawer slides back out
- Navigate to a different page → drawer should stay closed (it inherits the location effect from `menuOpen`)



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Navbar
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this is how i set it up to match my existing code base. let's move on to step 2 now

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10:29 PM ⌂ ⚡ ☐

Looks great — using `var(--purple)` for the badge is a nice touch, keeps it on-brand.

For step 2 we're building the slide-out drawer shell — opens when you click the bag icon, closes with an X button. It'll be empty inside, just the structure and animation. No items yet.

To get started, share your current CSS file (or at least the relevant variables/colors) so the drawer matches your existing styles.

```
:root {  
  --maroon: #3D1C11;  
  --dark-brown: #4A2520;  
  --gold: #EEC671;  
  --light-gold: #D4A843;  
  --purple: #8C63A2;  
  --cream: #FFF8F0;  
  --white: #FFFFFF;  
  --text-light: #F5F0EB;  
  --overlay: rgba(35, 15, 10, 0.75);  
}
```

Perfect, that's all I need. Here's the drawer shell:

Created 2 files >



review your code for errors. check for bugs, edge cases and anything that could break

Let me read through all three files carefully.

Viewed 3 files >

Found 4 issues, ranging from a real bug to minor things worth fixing:

1. Real bug — drawer doesn't close on route change

When a user navigates to a new page, `menuOpen` closes but `bagOpen` doesn't. If someone taps a nav link while the drawer is open, the drawer stays open on the new page. Fix in

`Navbar.jsx`:

```
js

useEffect(() => {
  setMenuOpen(false);
  setBagOpen(false); // add this
}, [location]);
```

2. Real bug — scroll isn't locked when drawer is open

The page behind the drawer can still be scrolled. Add this to `Navbar.jsx`:

```
js

useEffect(() => {
  document.body.style.overflow = bagOpen ? 'hidden' : '';
  return () => { document.body.style.overflow = ''; };
}, [bagOpen]);
```

3. Minor — `pointer-events: all` is not a valid value

`all` is not a valid CSS value for `pointer-events`. The correct value is `auto`. In [BagDrawer.css](#):

css

```
.bag-overlay.active {  
  opacity: 1;  
  pointer-events: auto; /* was: all */  
}
```

4. Minor — missing `aria-modal` on the dialog

The drawer has `role="dialog"` but is missing `aria-modal="true"`, which tells screen readers to ignore content behind it. In [BagDrawer.jsx](#):

jsx

```
<div  
  className={`bag-drawer ${isOpen ? 'active' : ''}`}  
  aria-label="Order bag"  
  role="dialog"  
  aria-modal="true" // add this  
>
```

Nothing catastrophic, but bugs 1 and 2 would definitely surface during normal use. Want me to send you updated files with all four fixes applied?

