6B Tasks:
As per comments, I completed the following tasks:
☐ Add text under each item's image on the product-browsing page
☐ Add (?) info on what day/week/month mean (subscription)
☐ Local storage for cart (adding items to cart)
☐ Cart: remove (not hard-coded)
☐ Cart: total (not hard-coded)

Reflection

Some bugs I ran into include syntax errors where I forgot the "new" when adding an object to my cart. Another is when I am not on the right page, I get a null reference when I try to add an event listener of some sort to the object. I fixed this by using the HTML onclick parameter. This was still an issue in other cases, so I used a try... catch implementation to avoid errors. The most challenging and time consuming bug that I encountered was deciphering if I was referring to myCart, a local variable, or my locally stored cart. I think I brute-force fixed it for now, but I think the proper fix is to have an init() function where myCart object is created and never touched again.

Programming Concepts

- (1) I learned how to add and retrieve from localStorage and figured out that I needed to use localStorage.clear() to start over.
 - E.g. let cartTmp = JSON.parse(localStorage.getItem("cart-storage"));
- (2) Instead of deleting items, I realized hiding them on the cart when there's nothing there would be much easier and this can be done with setting the element's style.visibility to false.
 - E.g. document.getElementsByClassName("counter")[0].style.visibility = "hidden";
- (3) I learned about the "try catch finally" combo that prevents errors.
 - I try to loadCart() and the code only works on cart.html
- (4) The `new` operator creates an instance of an object. I'm not very used to declaring variable types.
 - E.g. newCookie = new ChocoCookie(q, f);
- (5) Arrays store their length in .length. I was surprised about this; doesn't this mean that arrays are more than just the [a, b, c] and an object that also includes a length parameter?
 - myCart.count = myCart.items.length;