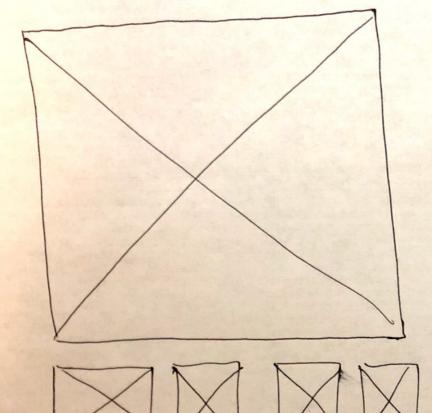
#### Deliverables for Homework 6a and 6b

 Main Task: Add 3 Walnut cinnamon bun rolls with Sugar-Milk Glaze to the shopping cart and delete the item in the cart

#### Files:

- productdetails.html (walnut bun product detail page)
  - Updates picture and total price when selecting a glazing and quantity option
  - Cart updates number of items in the nav bar
  - Total price updates
  - Carousel (\*\*\*\*EXTRA CREDIT \*\*\*\*)
- cart.html (shopping cart page)
  - Item is deletable from the cart
- style.css
- script.jss
- reflection.pdf (this file)
- wishlist.html (\*\*\*\*EXTRA CREDIT\*\*\*\*)
  - Click to add Walnut roll product to the wishlist and view it in the wishlist



Walnut \*\*\*\*\*(3 reviews)

Allergen contents: m

Glazing None SugarMilk VamiliaMik Dauble Chocobbe | Quantity 1 roll 13 rolls 6 rolls 12 rolls

Total: 84.00
Add to Cart 1 VAdd to Wishlut

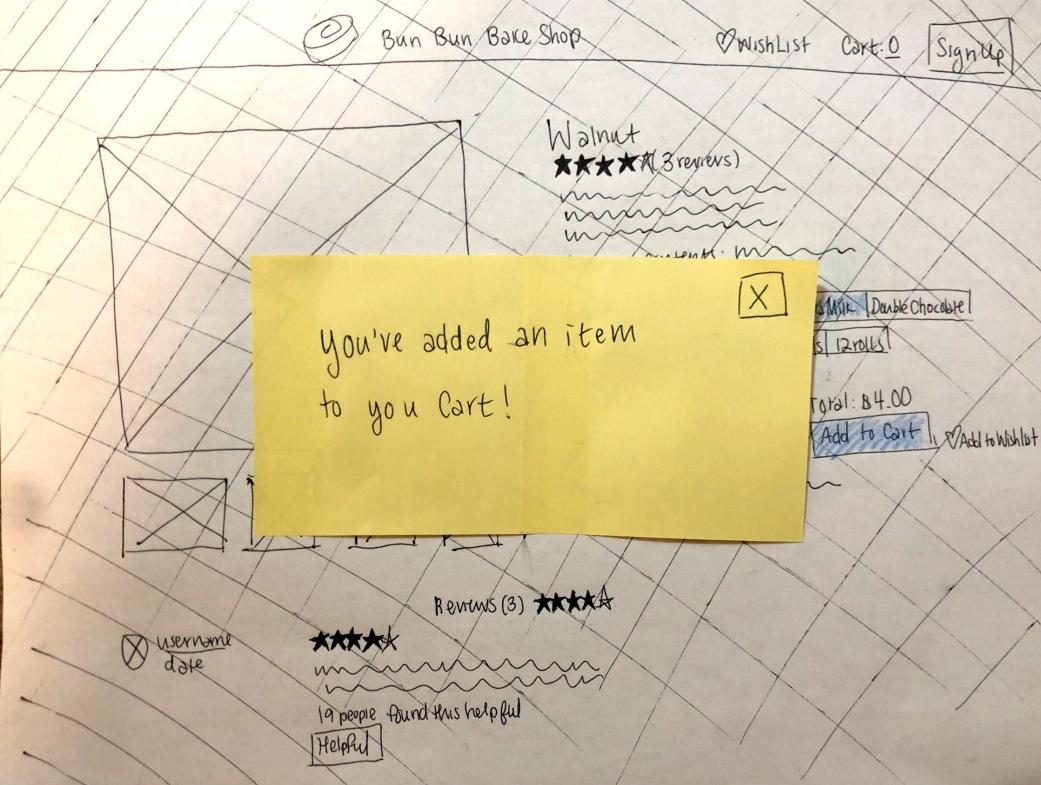
Shipping Information:

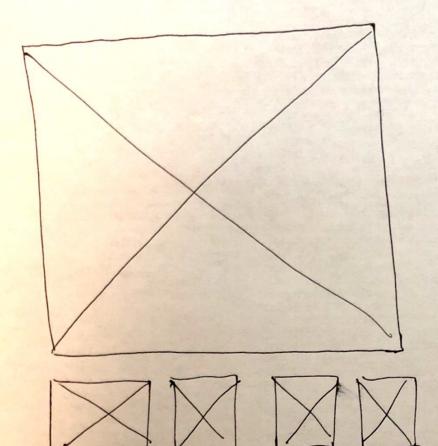
Rewws (3) \*\*\*

S username date

\*\*

19 people found this helpful Helpful





Walnut \*\*\* \* A (3 reviews)

Allergen contents: m

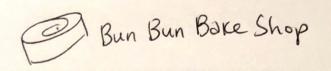
Glazing None SugarMilk VamilisMik Dauble Chocolate Quantity 1 roll 30113 600 15 12016

> Total: 84.00 Add to Cart I VAdd to Wishlist

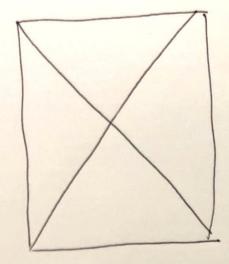
Shipping Information: MV

Reviews (3) \*\*\*

19 people found this helpful Helpfu



Shopping Cart



Walnut (Sugar-Milk Glaze)-10 volls

14

Summary

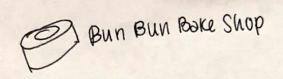
Product Total \$10.69

Delivery Free

Total \$10.69

[Continue to Checkout]

# **Extra Credit Page: Wish List**



Wish List &

Walnut (Sugar-Milk Glace)
3 rolls
810.69

Add to Cart



### Changes Made (Low-Fidelity) - Product Details

• I've replaced the "Order" option on the navigation bar with a "WishList" option because I realized that it was repetitive to have the "Order" option when we are already on the Product details page. Additionally, I wanted to create a "WishList" option without cluttering the navigation bar.

 Included a counter next to the "Cart" option at the navigation bar so users know how many items they have in their cart

- Included a "Add to Wishlist" option so users who don't want to buy it now can always come back to the product later
  - Also included a heart next to it so that users know that it's clickable.

## Design Choice (Low-Fidelity) - Shopping Cart

 In terms of design, I wanted it to keep it minimal without extra components(i.e. ads and external links) on the page so that shoppers can easily finish the shopping process without getting distracted

- I made sure to incorporate the following elements:
  - o checkout button that is noticeable in order to lead customers to the checkout
  - transparency on the shipping costs
  - the ability to change the quantity of rolls

 Important to place checkout option on the right because users naturally read from left to right

### Design Choice (Low-Fidelity) - Wish List

- Wanted to create a simple Wish List giving users the option to buy an item later
  - Incorporated an "Add to Cart" button on the Wish List

 Page is very minimal so users are encouraged to add the product to their cart from the Wish List without any distractions

#### **High-Fidelity**

(Product Details, Shopping Cart, Wish List)

https://invis.io/Y8WB7PZ3JDS

### Changes (High-Fidelity) - Product Details

 Made the font of the counter (number of items in the Cart) next to the Cart in the navigation bar black so that users can easily see how many items they have in their cart

Kept the same design scheme as the last iteration

# Design Choice (High-Fidelity) - Shopping Cart

 Laid the summary against a grey background to contrast with the product in the cart

 Made the words "Shopping Cart", "Summary", and "Total" bold because those are the most important takeaways from this page

 Checkout button is in blue which stands out from the white/grey color scheme of the shopping cart

### Design Choice (High-Fidelity) - Wish List

Kept the same color scheme as the rest of the website while making the title
 "Wish List" bold so that users know what the page is for



#### Issues/ Bugs

- 1. **Unable to click on multiple buttons** I didn't know how to select one button for each set of buttons (one option from glazing and one option from quantity). In an attempt to overcome this challenge, I used W3 and office hours as a resource to edit my JavaScript Code. However, after consulting my resources, I could click on multiple elements from each group which was not what I wanted. Thus, I decided to look for other alternatives by broadening my search again on the Internet--I found out that I could make radio buttons look like buttons which made it more intuitive to edit the code. From this, I learned that if I still can't debug the code after consolidating my resources, it's better to take a step back, re-think the problem, and reframe the solution. This will help me solve issues/bugs in the future since I would be able to come up with more alternatives
- 2. Can't read property 'query selector' of null showed up as an error of the Javascript in my console when I was trying to run a code. After researching what this means, I realized that my javascript getElementById method was not getting a value, but a null form instead. A proposed solution to fixing this on the website was making sure the value and Id is valid and the same, which I checked. I then consulted Stack overflow and realized that the script was executing before the document loaded, and so I used the window.onload function to resolve this. For future errors, I'll attempt to use this method on the Javascript in the case I don't receive a response from the console.log or if I receive the same error.
- 3. Variables not defined in the correct scope. I was confused at one point when I was not able to perform an action on the website. After checking the console and seeing that I didn't receive an error, I went back to my code and used console.log to see what the output was. After realizing the output, I noticed that the variable was not defined in the correct scope. For this reason, I defined each variable within the function instead of outside. From this, I learned that it is best to declare local variables within each scope to avoid confusion.

#### **Programming Concepts**

1) Local Scopes I used variables in local scopes so that they are only applicable to the local function:

```
function change_img(image) {
  var container = document.getElementById("sugarMilk");
  container.src = image.src;
}
```

I made sure not to use a variable in the global scope or else this would contribute to scope pollution in which it becomes difficult to track our variables. It is good practice to tightly scope our variables by organizing the blocks into discrete sections.

2) If...else statements: I used and if...else statement to check a condition to see whether or not to run the block of code. If our condition evaluates to False, then we set an else statement:

```
function checkTotal() {
    var quantity = document.querySelector('input[name="quantity"]:checked').value;
    total=0;

if (quantity == 0) {
        total=4.00;
    }

if (quantity == 1) {
        total = 10.69;
    }

if (quantity == 2) {
        total = 16.58;
    }

if (quantity == 3) {
        total = 21.70;
    } else{
        document.getElementById("total").innerHTML = "Total: $" + total.toFixed(2);
}
```

Here, if the value of quantity is 0, then the total price is \$4. If not, then it will check the next condition and so on until it displays the final price. This allows us to make *binary decisions* (providing solutions to yes or no questions)

3) Concatenation: When we concatenate strings, we usually use a "+" operator to connect the strings together, and the same goes with variables that contain values. Here, I performed string concatenation with a value to the function total.toFixed() as shown in the example from #2:

```
document.getElementById("total").innerHTML = "Total: $" + total.toFixed(2);
}
```

This gets me something like: "Total: \$4.00" on my window.

**4)** "This" keyword: The "this" keyword refers to the object that the object belongs to and is defined by the function's call:

```
window.onload=function(){
    var btn = document.getElementById('btn');
    btn.onclick = function () {
        document.getElementById('txt1').remove();
        document.getElementById('txt2').remove();
        document.getElementById('txt3').remove();
        document.getElementById('dropdown').remove();
        document.getElementById('img').remove();
        this.remove();
    };
```

I used "this" in this case to remove the button after it's clicked (because the button is the owner here). Without including "this", everything else would be removed besides the button.

**5) Methods (i.e. Event Listeners):** I've been using methods (actions that can be performed on objects) in Javascript such as addEventListenerMethod in order to attach an event handler to the specified object. Event listeners waits for a function in order to call the event handler:

```
function windowOnClick(event) {
   if (event.target === modal) {
      toggleModal();
   }
}
addToCartButton.addEventListener("click", toggleModal);
closeButton.addEventListener("click", toggleModal);
window.addEventListener("click", windowOnClick);
```

Here, I have an event listener that calls toggle Modal when the add to cart button is clicked in order for it to perform its job.

#### **Citations**

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