

Reflection

During this assignment, I definitely encountered a lot of challenges. I think first and foremost, my knowledge of JavaScript was limited as there was no set tutorial we did on Codecademy like with HTML and CSS. The labs were useful in learning JS, but I still couldn't quite grasp the language especially when translating it into my own website. Therefore, I took a lot of extra time in watching YouTube tutorials, asking my friends who are knowledgeable for a crash course, and spending a lot of time understanding the labs. I looked closely at the final codes from the lab and step by step tried to understand what code went into making the specific action. I also used the "Inspect" feature frequently by going to similar websites and trying to see the logic of the features I wanted to also implement.

I also made the rookie mistake of just writing a bunch of code first without thinking it through. I would be a couple of lines in, thinking that it makes sense, but the code doesn't work. I overcame this by jotting down the flow of what I want the interaction to be first on paper. I would then begin to think about the code, writing down what needs to be connected and how to connect it. Especially for JavaScript, using `console.log()` was definitely a great debugging tool and let me know instantly if the output I want is what is actually outputted.

Programming Concepts

- Functions are reusable blocks of code that group together a sequence of statements to perform a specific task. These are helpful in creating clearer and more concise code as we do not have to rewrite code each time to perform a specific task.
 - There are many examples of different functions in this assignment from a function for building the cart, getting the cart items, calculating the order summary, and more.
- `localStorage` stores data with no expiration date, and the data won't be deleted when the browser is closed. To save data to `localStorage`, the syntax is `localStorage.setItem("key", "value")`, and there are other syntax as well for reading and removing data from `localStorage`.
 - `localStorage` was crucial in this assignment as it was important to keep the data the user would input from quantity to glazing type for the cart feature. An example is in saving the data from type of glazing, quantity, price, and name to storage of the cart.
- `alert()` in JavaScript is a method that displays an alert box with a specified message and an "Ok" button. This is useful to make sure information come through to the user and to force the browser to read the message.
 - An example in the assignment is `alert("Item has been added to cart.")` This was extremely useful as it gives a visual indication to the user their item has been successfully added to the cart as there were no animations or other indicators that it was added.
- `Console.log()` is a developer tool and method used to print to the console in JavaScript when inspecting in the browser. This function is mainly used for code debugging as it

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makes the JS print the output to the console. In other words, it's a sandbox where code can be tested to see if it works.

- An example of this in the assignment was when I wanted to check in the browser if the math in my order summary box was correct, or if a value was properly defined.
- .innerHTML is a property used to set or return the HTML content inside an element, and by using it the HTML content inside element tags can change. It's part of the DOM that allows JS code to manipulate a website being displayed as it gives the opportunity to modify or replace HTML elements.
 - There's many instances in this assignment where I used .innerHTML. An example is for the order summary where I did `document.getElementById('tax-value').innerHTML` to change the display of the tax value.