

WeatherProvider.js

getWeather()

useWeather()

WeatherList.js

EventListener "parkChosen"

weatherList()

Render ()

Calls weatherHTML()

Export module to main.js

WeatherHTML.js

weatherHTML()

Activated when all 3 select items chosen Save Itinerary

<u>ItineraryForm.js</u>

Event Listener #1 — "CustomEvents" x 3 If statement?

"parkChosen" && "attractionChosen" && "eateryChosen" disabled="disabled" - remove attribute once conditions are met

EventListener #2 — "click" If id === #itinerary__button Calls saveltineraries () from ItineraryProvider.js

<u>ItineraryList.js</u>

EventListener "stateChange" from ItineraryProvider.js

ItineraryList()

Render (ItineraryArray) Calls ItineraryHTML

<u>ItineraryHTML.js</u>

Itinerary object HTML

<u>ItineraryProvider.js</u>

getItineraries ()

Fetch/POST

dispatchEvent "stateChange" to ItineraryList

useltineraries ()

saveltineraries ()