

Reflection

Throughout the entire process of incorporating functionality into my ecommerce site with Javascript, I encountered numerous bugs. There were several tasks that I had to work on: 1) to be able to store items into the shopping cart and display live updates as I added more items, 2) be able to view the items in the shopping cart, as well as 3) be able to remove them. In addition, 4) I also included visual indications of selected buttons for glazing and quantities, as well as 5) updated photos for different glazing selections. Some difficulties that I encountered while completing these tasks:

- Syntax: I feel that my foundational knowledge of Javascript is not very strong, so many of my difficulties actually came from not knowing the syntax of Javascript. I was able to resolve this issue by simply looking up built-in functions and how to incorporate what I wanted with them through Google and Stack Overflow.
- Correctly manipulating a targeted element: Sometimes, I wasn't sure if I was putting my code in the right parts of my functions, so I used `console.log()` statements to print the element out in order to visualize what was happening as I called the function. I also utilized Inspect to view the containers and visually match what I saw on the screen to my HTML code.
- Global vs. local variables: Some of my bugs occurred from using repetitive names for global and local variables. I made quick fixes by changing the names to something different through debugging on the `console.log()` and control-F finding variable names within my code, but I admit that my naming conventions were not very organized. In the future, I will organize my variables more appropriately.
- Storage for shopping cart: I struggled with this feature the most. To figure out a way to overcome this problem, I took a combination of reviewing the lab notes and activities and resources from the Internet to implement the storage system. I used `console.log()` to check that I was storing the elements in the database that I created properly. For instance, I would make, dynamically store and modify a test array `[a, b, c]` and use `console.log()` to check if the progress. I checked that my files run properly with Inspect and develop my code incrementally to check for bugs along the way.