

Reflection

There were many bugs throughout writing this code. One bug I struggled with was making the cart reflect the number of items in the cart. Specifically when I removed an item it was not reflecting that in the cart counter. After some debugging I realized I needed to set the counter to the length of the array inside my remove function. This fixed the bug.

I also had a hard time making the items remove from the cart in real time. For a while, I had to refresh the page in order to reflect the removed item. After trying many different things, I figured out that the cartitem was being removed but the div element was not and that was causing the problem. So, I passed in another parameter into the onclick remove function in the Load function.

Overall, I would say I had an easy time understanding the logic, but struggled with the implementation in javascript. But using the console to test what was happening was the key to finishing this assignment.

Programming Concepts Learned

1. Creating elements in the javascript
 - a. This was crucial because without this, I was struggling to set elements to variables. For assignment 6a, my pages were hard coded, but being able to use javascript to create elements and retrieve elements allowed me flexibility to have things be more variable.
2. LocalStorage
 - a. I never used LocalStorage before and this assignment gave me a very good understanding of how that works. I had never considered before that data must be saved between pages.
3. JSON.parse and JSON.stringify
 - a. This was another concept that was important to completing the assignment. In this assignment, when we had to populate the array with objects, the only way to have that be printed on a page as text was to stringify it. Contrastingly, JSON.parse allowed the computer to read the objects by parsing the JSON string. We had to go back and forth between these two formats.

4. Debugging with the console
 - a. Although this seems like an obvious concept, I've always struggled to know what to actually type to debug and understand what kind of errors/print statements should I be looking for. Through this assignment, using the console became clearer to me. I went to office hours and that helped a ton to see how to debug the code. One example of this was logging the array to see if the objects were being populated correctly.
5. Building constructors
 - a. In this assignment, I was a little confused about a constructor and its instances. But doing this assignment cleared that up for me. I created a constructor and then using `Object.create`, I made instances of the constructor to represent each object. Then, each object populated the array.