

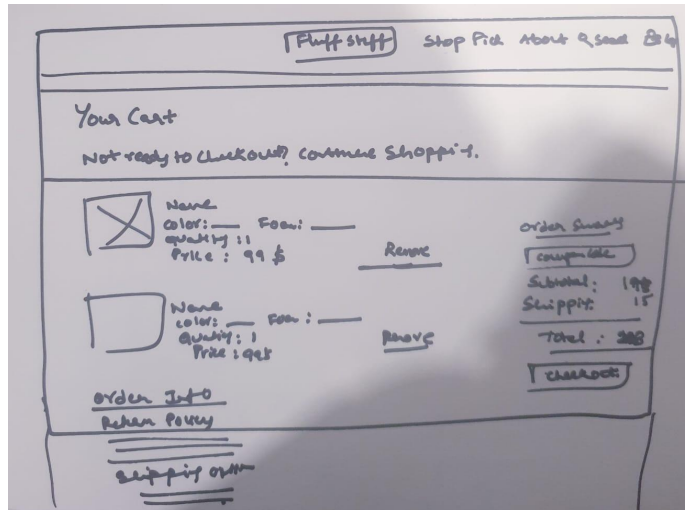
Reflections

Link to the website: https://pvegired.github.io/homework_6a/

Link to the source code: https://github.com/pvegired/pvegired.github.io/tree/main/homework_6a

New Cart Page:

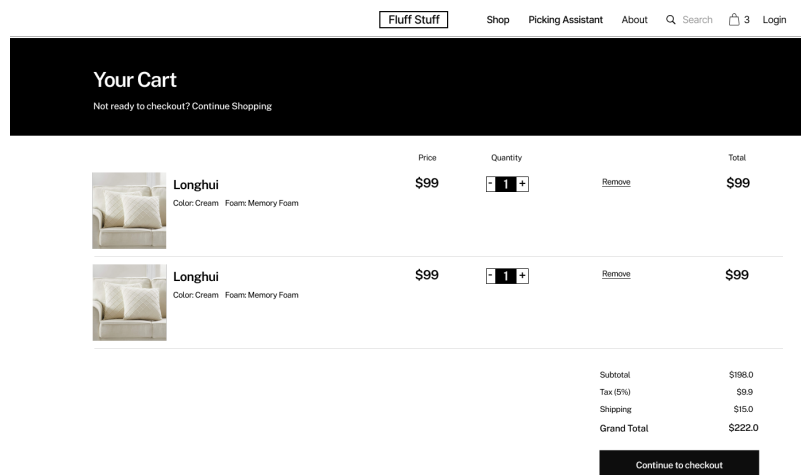
This is the initial rough low fidelity sketch that I had about cart page:



But when I showed it to people around I got feedback saying that :

1. The price structure could be more clear and
2. There is no option to increase the quantity that I have over here.

So I incorporated the feedback to come up with this final high fidelity screen for the cart page.

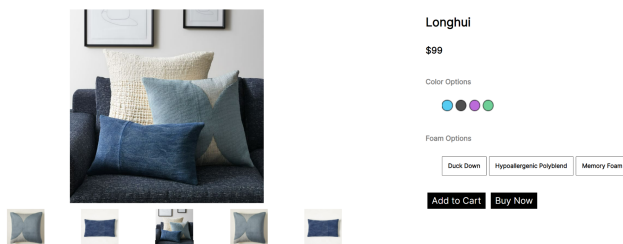
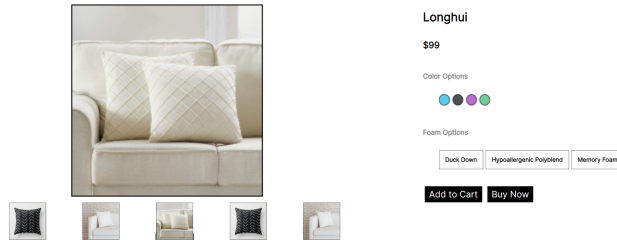


You can see the total very clearly over here and increase/decrease the quantity too. This helps users accomplish two main goals that they want to achieve in the cart page - edit quantity / remove and see the price breakdown. The design language was chosen to be consistent across different pages

Bugs/Challenges faced:

1. On click functionality seems to work only once:

When I change the color from one to other, I could see the images changing but when I press the other colors images were not changing



Using console.log() when I debugged I made a silly mistake of fetching the same id in every function of the button. Fixed it by adding relevant ids in each of the function

```
function afterschoolspecial() {  
    var mainimage = document.getElementById('mainimage');  
    var sideimage1 = document.getElementById('sideimage1');  
    var sideimage2 = document.getElementById('sideimage2');  
    var sideimage3 = document.getElementById('sideimage3');  
    var sideimage4 = document.getElementById('sideimage4');  
    var sideimage5 = document.getElementById('sideimage5');
```

2. When the user presses on the add to cart button in the product detail page, I made the value in it change to “remove from cart” but when user presses on remove from cart it should change back again to “Add to Cart” which is not happening. So I added console.log to check if its entering the code correctly which its doing

```
function updateButton () {  
  const button = document.getElementById("addtocart");  
  
  if (button.value === 'Add to Cart') {  
    button.value = 'Remove from Cart';  
  }  
  if (button.value === 'Remove from Cart'){  
    console.log("entered loop");  
    button.value === 'Add to Cart';  
  }  
}
```

Then realized that there is a silly operator typo

```
function updateButton () {  
  const button = document.getElementById("addtocart");  
  
  if (button.value === 'Add to Cart') {  
    button.value = 'Remove from Cart';  
  }  
  if (button.value === 'Remove from Cart'){  
    console.log("entered loop");  
    button.value == 'Add to Cart';  
  }  
}
```

I wrote it "===" instead of "=" and when I fixed it, it started to work

Bonus Work:

1. When the user presses on "Add to Cart" - navbar updates as well with a variable appearing to the right of "Cart" li in nav
2. Added Picking Assistant Page and led users to see recommendations from that page (Committed it later to the previous assignment, so quoting it as bonus work in this)