

PUI Assignment 6B

Reflection

Besides syntax errors, such as misspelling the word visible (which took me a long time to solve) I went created and solved a slew of Javascript errors. The most notable one was not creating an exception for when the cart array in local storage was empty. I was getting crazy errors when trying to add stuff to my cart, and I realized it was because in my code I hadn't considered the option of the cart being empty.

I struggled a lot with populating the cart. For some reason I hadn't considered the fact that when cloning elements it would keep the inner html, which meant I had to rewrite certain elements instead of appending them. This was also an exercise in writing a string for innerHTML with backslashes for the quotes. I fooled around a lot with how to call different elements that I was cloning with the cloneNode function. I wanted to set each subelement id in the div class I cloned, but was unable to easily do that. I realized after some research and a lot of struggle the best way to edit this elements was to refer to them through the array .children created from the div cartitem. This made it so much easier and quicker to edit each element

A weird error I ran into was that when I added an id to a p element the a elements suddenly didn't work. To bypass I targeted the p element through the parent nodes array of children nodes. Another odd error I had I think was related to having open and closed quotes, sometimes my code wouldn't run, but when I wrote identical code under it, and commented out the old code it suddenly worked. I think this might be because I was writing some code outside of my text editor.

I also had to figure out how to keep a constant two numbers after the decimal place using the toFixed(2) function. Another cool thing I learned about for this homework was cloneNode, which I hadn't used before. It made the most sense for populating the cart and adding cart item for each object in my cart array (meaning each order the user inputs).

Programming Concepts

This class is my first time using Javascript, and although I have taken some programming classes before Javascript syntax is obviously different and unique even from Java.

1. Functions

One concept I learned that was particularly interesting was that functions could be used to create objects as well. I had never run into this before in a language, so this was a little harder to grasp for me. But this meant that we didn't have to define classes, and I think it ultimately made it slightly easier to code the webpage for me. Functions also serve as regular functions where users can input variables (or not) and have some functionality returned or something else changed.

2. Event Listeners

I also thought EventListeners were interesting, especially they crossed the boundary between languages (Javascript to html). They could be used to listen to what was happening when the user interacted with the html and call functions in the right circumstances. However, I found them to be harder to utilize than html calls, especially with multiple pages.

3. this

We learned about about how to use this to refer to the object it belongs to. It can be used to do things like set parameters or define methods. The context this occurs in also determines what object it is exactly referring to.

4. var

Unlike Javascript, java has made things easier by making variables flexible. You don't have to declare them with their type the same way you do with Java. You do have to declare them using the general "var". There are also declarations like "let" but I only used "var" in my code.

5. Loops

The structure of loops in javascript includes the type of loop with the condition in parenthesis after followed by brackets which indicate the actions to take place. The loops have the same functionality as other languages so they are not particularly unique in that way. The syntax is essentially the same as Java which makes it easy.