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PUI HW 6B
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Link to Site: https://serenawa.github.io/homework_5/
Link to GitHub Repo: https://github.com/serenawa/homework_5

Reflection
A challenge I ran into was how to properly use session storage. After going to office hours, I learned I needed to pass "event" in the html on click specification so this way I could actually return information from the HTML code.

When I was trying to give a visual indication of the cart's total number of items in the upper right corner (next to the cart icon), I was having trouble with hiding and displaying the number. At first, the number 0 was in the upper right corner at all times until you added something to the cart to make it increase to 1. After doing some research I came up with a solution to make the display of the counter in CSS be "none", and in the on click function for "add to cart," I made the display "inline" so it would show up. This way, the counter only appears when there has been something added to the cart.

Once I got the "add to cart" to be able to have a counter to show several additions, I found that my counter was not updated in the cart page. I resolved this issue by saving the counter in local storage so when you click "add to cart," it not only updates the counter in the top right corner of the current page, but also the counter that appears in the on load function for the cart page.

Similar to the issue just discussed, when I tried to decrease the counter upon clicking the delete button, I had to reset the local storage item for the counter in order for it to update properly. I had run into the issue where the counter could only decrease by 1 because everytime I clicked "delete," the counter would reset to its original value rather than continuing to subtract.

Programming Concepts Learned
1. Local Storage
   a. In order to save data across multiple pages, such as the properties of the selected pillow (color, material, and quantity), I had to use local storage otherwise when you click out, all the progress is lost.
2. Arrays
   a. Although it's not working quite as I expected, I tried using arrays to store all the items when it's added to the cart. The array is accurate in the console log, but when I try to translate the array into the cart's page, it is not accurately reflecting the array. However, I got to learn and experiment with using arrays.
3. If else functions
   a. I had the chance to learn if else functions in javascript which came in handy for preventing errors. For example, to prevent the user from adding something to the cart before selecting both the color and material, I used an if else statement

saying that if there is no color AND material selected, an error message will pop up.

4. console.log()
    a. At first I was confused why I would need console.log() but as I continued working on homework 6, I discovered console.log() to be a really useful tool to understand where my code was not working. For example, I used console.log() to check what value my cart counter was at. When I saw that the value changed and reset to 0 on the cart page, I figured that I needed to use storage sessions to save the cart's counter.

5. On Click events in HTML
    a. I learned that you can get a lot of information from the HTML in order to pass to Javascript by having an on click event in the HTML attributes. I used on click events in order to save information on color and material. I also used on click events to trigger the counter increasing and decreasing with "add to cart" and "delete" buttons.