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### **Assignment 6B – Adding Functionality to a Website with JavaScript**

Through developing functionality with JavaScript, the biggest problem I faced was adding a “Remove” button on the Basket page. When I begin writing a new JavaScript function, the first thing I do is write comments of every step I think I’ll need to take to achieve the intended result. However, when outlining what I needed to do, I struggled with how to appropriately map the remove button to its corresponding list item. To solve this, I looked outside of the `removeFromBasket()` function I was working on, and examined the `renderBunOrder()` object class to give each list-item a unique identifier. Here, I implemented a counter that gives each basket-item’s remove button an “item” attribute. Doing this gave me a value that I could utilize as a parameter in the `removeFromBasket()` function to isolate a particular basket item and remove it from the `fullOrder` array.

Through working on this function and others throughout the site, five programming functions stood out to me as invaluable for achieving my goals. The five key concepts include object-oriented programming, object classes, loops, conditional expressions, and local storage methods. An example of all of these in use would be adding and viewing items in the user’s Basket. By going to any product page and selecting changing the quantity, users can see the price dynamically changes. This is a conditional expression that renders a different price based on which quantity is selected. Once all product page fields have a specified value, users can click “Add to Basket,” and a JavaScript object is created following the `bunOrder` class I establish on line 12. This object is added to the `bunOrderArray` that is converted to a string and pushed to local storage for use outside of the product page (using the `setItem` method). If a user then navigates to the Basket page, a function is initialized that parses the JSON string from local storage back to an array of objects. This initial function then loops through each object to render them as visual line items on the page.

Link: [https://sorchosk.github.io/homework\\_6b/index.html](https://sorchosk.github.io/homework_6b/index.html)