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PUI
Assignment 6B

Link to repository:
https://github.com/syz970622/syz970622.github.io/tree/master/assgn6B
Link to website: https://syz970622.github.io/assgn6B/productdetail.html

Reflection

sessionStorage update: I save all of my added to cart item objects in an array, and the entire array is saved in sessionStorage as one key. However, I had trouble updating the sessionStorage because I don't know how to index into a key inside the sesisonStorage. So my strategy is to make the entire array a global variable, and update the array instead of trying to directly modify the sessionStorage. After that, I used sessionStorage.setItem() to reset the value of the key.

Shopping Cart update: After I added an item to the cart, if I go back to the product page and add another item, that item would override all items I had in the previous cart. I found the bug using console.log() to print out the key (cart) from sessionStorage. I solved this problem by checking if the key (cart) exist in sessionStorage. If so, I copied everything from the key (cart) first, then I pushed the current item into the end of the array. I learned that when I'm not sure of what the bug is, console.log() is very helpful in visualizing the problem.

Shopping Cart Responsive to Number of Items in Cart: I used a for loop to loop through the array of items in cart, and each loop would create HTML elements and insert them into my cart HTML file. I didn't want to create each element separately in javascript because it would be redundant. I found a shortcut by creating a <div> container first, then use <div>.innerHTML = `HTML codes` to avoid writing all HTML elements in javascript format.

Programming Concepts

1. element.addEventListener(event, function);
Example: btn.addEventListener('click', function(event){}

Explanation: The task is to to capture the same event on multiple possible elememnts. I didn't know about addEvenetListner in my assignment 6A, therefore I did onClick=function() in all the elements I need in HTML. With addEventListener, I can simply loop through all possible elements and check on each in javascript.

2. event.target

Example:

btn.addEventListener('click', function(event){

      var selectedBtn = event.target

}

Explanation: This is very handy in identifying which target triggered the event.

3. document.getElementsByClassName("class") returns a list

Example:

var deleteButtons = document.getElementsByClassName("cont5");
var index = [].indexOf.call(deleteButtons, selectedBtn);
rolls.splice(index, 1);

Explanation: I thought document.getElementsByClassName("class") would return an array, so I used splice to remove unwanted item. However, the index was undefined. It was because document.getElementsByClassName("class") returned a list. I eventually found a solution.

4. Splice method

Example:rolls.splice(index, 1);

Explanation: I learned how to remove a specific item in an array with a specific index.

5. HTML element.textContent vs HTML element.innerHTML

Example:

document.getElementsByClassName("cont3")[i].textContent = rolls[i].qty;

Explanation: I learned how to change the display text inside a HTML element. I also leanred that these two are slightly different, and textContent is a better practice.