

Bugs & Challenges

During this assignment, there were a number of bugs and challenges that I ran into. The first challenge was figuring out how to organize my code for the given functionality. At first, it was not clear as to how to organize the code, so I wrote down a list of what a cart needed to do before grouping them together. In the end, I had 3 files: `view_cart.js`, `add_to_cart.js`, and `update_cart_count.js`. After separating files, I wrote the skeleton of my code with comments to see what I needed before jumping in. This made it much easier to write my code. Another issue I dealt with was storage. While the idea of storage in itself is straight forward, I sometimes forgot to save the cart or update the contents of the cart at some points. To resolve these issues, I inserted debug statements with `console.log` to make sure that the data in local storage was being updated appropriately. The last issue I dealt with was deleting items from the cart. Originally, I tried doing jQuery, so that when “Remove from cart” is clicked, the item would remove itself. However, the code never worked the way I intended it to, perhaps due to a scoping issue. To resolve this issue, I embedded the function into the “Remove from cart” link and had the `deleteItem` function delete objects from the saved cart storage and cart page by the item’s ID.

New Feature

The feature I added was a login page. Loyal customers of the site are likely to have an account to save their information and purchase history. The low fidelity and high fidelity wireframe are in the new features folder.

Image Sources

<https://ruffwear.com>

<https://yourcatbackpack.com/>

<https://www.adventurecats.org/backcountry-basics/hiking-with-cats-trail-tips/>

<https://www.petsafe.net/learn/how-to-walk-your-cat-its-easier-than-you-think>