



# Assignment 6B

Timmy Chiu

<https://github.com/timmychiu96/timmychiu96.github.io/tree/master/assgn6>

<https://timmychiu96.github.io/assgn6/>



# Reflection

I encountered lots of issues and bugs throughout this process as it was my first time working with javascript, css and html. One of the issues I had was storing variables in local or session storage and not being able to retrieve it. After I understood that everything in storage was a string value, I realized how to use JSON stringify and parse to store and retrieve objects and arrays. An overall debugging technique I found very useful was to `console.log()` frequently and within functions to help see if it would even be running the function.

Another issue I ran into was some syntactic problems. For example, when I JSON parsed an object, I would still try to access a with `object.attribute` when I should have had `.attribute` after the whole parsed object. Another challenging aspect was simply understanding the way html, css and javascript communicates to one another. Understanding `onClick()` and `onLoad()` functions were imperative to this project, and also understanding how to manipulate html and style in javascript with getting the innerhtml was extremely helpful. I believe that many of the issues I had were understanding issues and moving forward, I would continue to `console.log()` things to make sure I am getting what I am expecting to get. Many of these issues and bugs can be mitigated by writing clean code and having good comments in the code to help annotate everything.



# Programming Concepts

1. Session storage/Local storage
  - a. For this project I used session storage as I felt that it was fine if the cart emptied when the page session ends, I didn't feel the need to use local storage. Conceptually, they are very similar as they are ways to store information with the difference that local storage does not expire. I used session storage to store the array of orders and set and get the values whenever appropriate. This allowed me to be able to display the current orders in the cart.
2. Changing HTML content (DOM)
  - a. Changing the dom through javascript was really useful as I could programmatically change the html content without having to restyle everytime. I learned how to get elements by id or class and change their values accordingly. For example, I used this to display all the information from my array and onto my cart site.
3. Objects
  - a. Using objects was a great way to keep all the information organized as it was used to store information about the buns. Each bun was an object because all bun orders have certain attributes like flavor, glazing, and quantity. However, the value for each bun order was different so this was a good way of keeping track of what information is connected to which order.



# Programming Concepts

## 4. Arrays (push, splice)

- a. Arrays was also crucial in this project as it could hold multiple objects into one array. This was applied to the concept of storing multiple buns into a singular array so that the information could be stored and retrieved easily. I learned how to add (push) objects into the array, as well as removing (splicing) objects from the array.

## 5. JSON stringify/parse

- a. JSON stringify and parse are ways to make local and session storage more useful as it can only store string values. However, with JSON stringify and parse, you are able to store and retrieve any variable type. I used this concept to stringify the array with all the cart orders and then parse it back in when I needed to access the values.