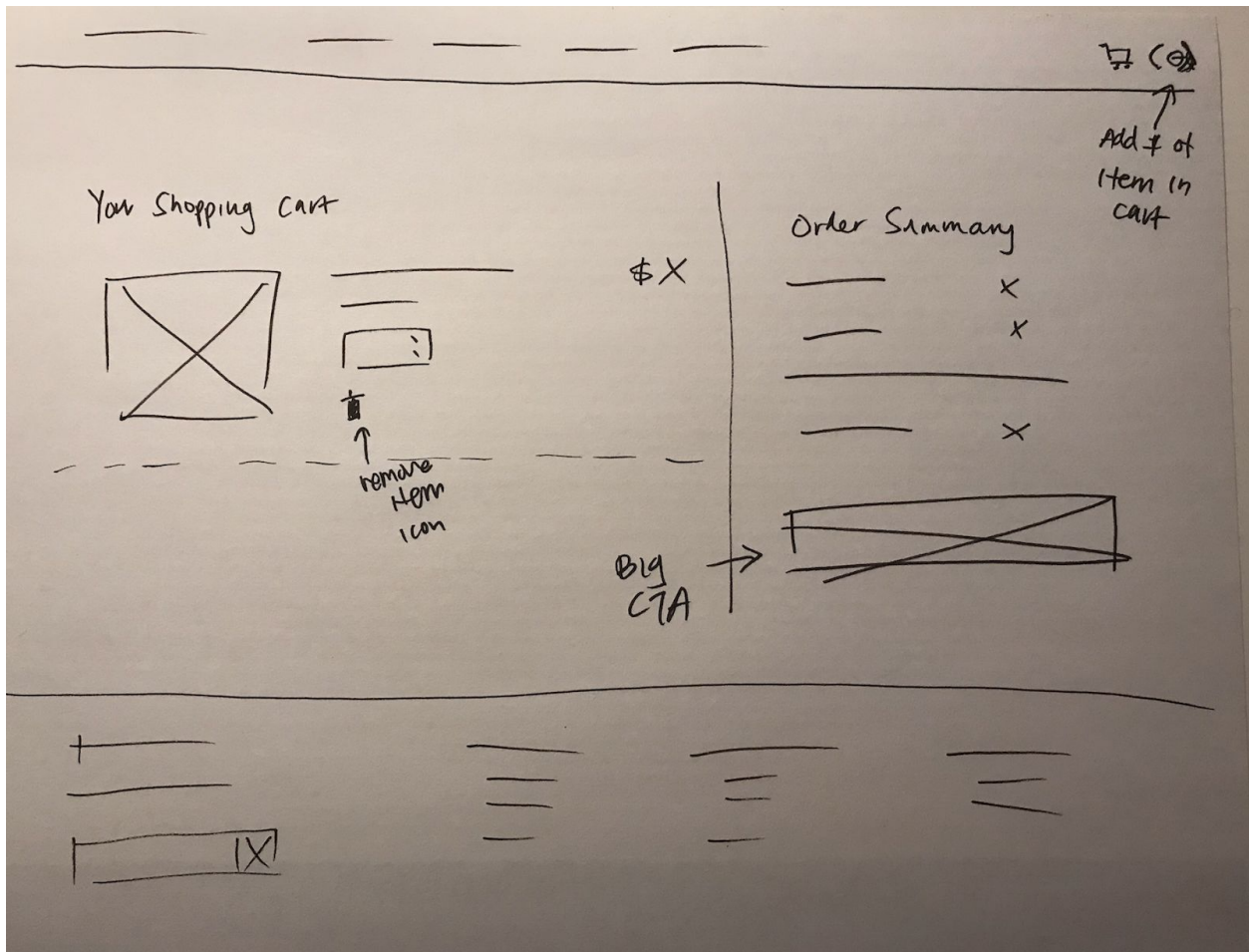


Assignment 6A Reflection

Adding a cart.html page

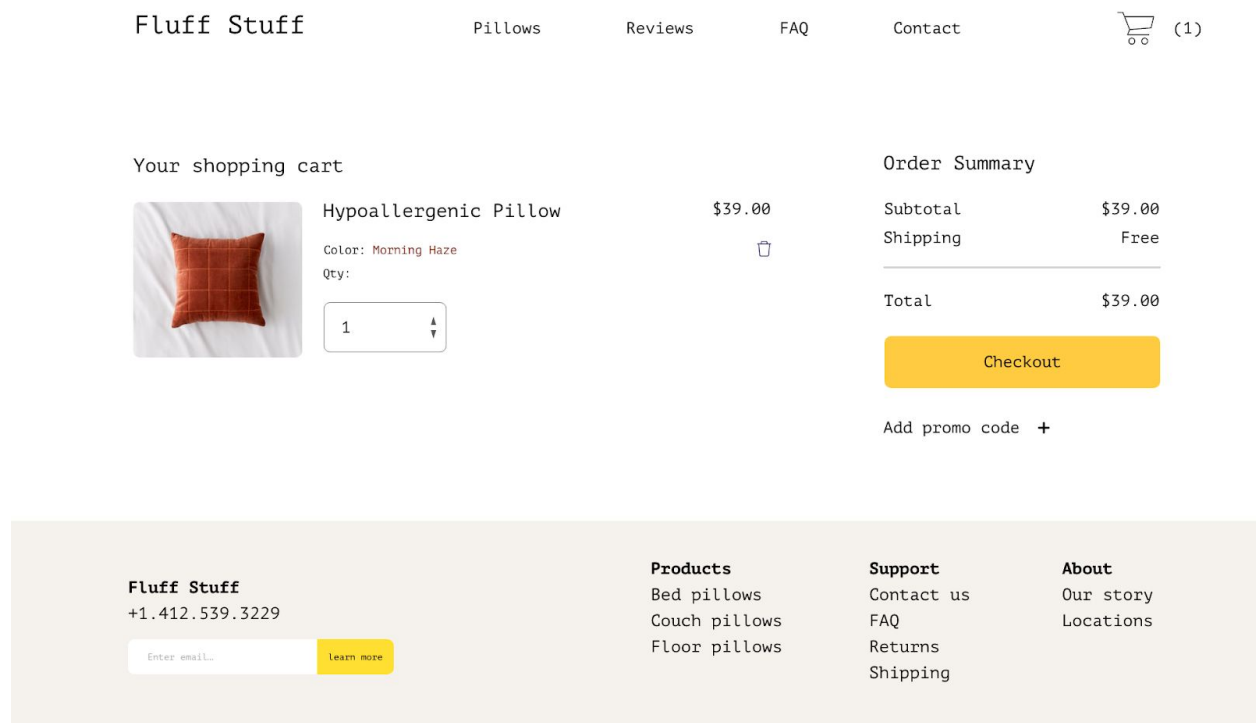
Low-fi Sketch

I added a UI that shows the number of items next to the cart. I wanted to keep this page simple and direct.



Hi-fi fidelity screen:

I wanted to keep the tasks on this page simple, getting rid of any extras that might drive the user away from checking out. The big yellow button calls for the user to click.



Bugs I encountered while coding cart.html

- 1) When I was coding this CSS page, I was using row and col to align all the items on the page. However, it was really difficult organizing in my head the way I had to separate them. I used this website:

https://www.w3schools.com/howto/howto_css_checkout_form.asp to help me understand how to space out widths of columns.

Javascript Functions

For implementing functionality into my product detail page, I added the ability to select a color of a pillow, and the image will change accordingly. I've also coded the image to change when the user is browsing through the different icons. Once a user clicks on "add to cart" button, the number to the right of the cart will change to reflect an item that has been added.

Bugs:

- 1) It was difficult to understand how to change my image when the user selects a color. I knew I had to use the onClick function, but when I would open my console, it kept saying displayColor not defined. I later realized it was a minor bug in my js where I had a spelling error. I defined the function as displayColors instead, but I was able to debug and get it to work. I then used the same code to use for the button images.
- 2) Another problem I had was with changing the number next to the cart. I wanted parentheses around the number to follow my design, but I didn't realize I had to make the parenthesis into strings and also add "+" to make the string.

5 Javascript concepts that I learned:

1. I learned to use arrays to define my image variables in order to call them in my function later
 - a. Example:

```
var pillowPic = new Array(4)
pillowPic [0] = "assets/hypoallergenic.jpeg"
pillowPic [1] = "assets/red pillow.jpeg"
pillowPic [2] = "assets/purple_pillow.jpeg"
pillowPic [3] = "assets/grey_pillow.jpeg"
```
2. I learned to make and form a string correctly
 - a. Example: `"(" + carnumber + ")"`
3. Learned to call an element by ID is which is to find the line HTML with the image
 - a. Example: `document.getElementById("product-img").src`
4. Learned to increase the number in the cart
 - a. Example: `carnumber = carnumber + 1`
5. I also learned that I need to set my carnumber first by assigning it to 0
 - a. Example: `var carnumber = 0`