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Progrming Usable Interfaces

# 6B Reflection

<https://yiyingd.github.io/FluffStuff/cart.html>  
<https://yiyingd.github.io/FluffStuff/detail.html>

# Refelction

There are two things that I have learned through the process. The first one is a problem will be much easier to solve if we divide it to several parts. At first I had no idea about how to conquer the shopping cart problem. Then I spent some time trying to list the steps it needs to make this work:

- Get the current list
- Find the place to insert the card
- Insert the card with correct information

The problem suddenly became easy to solve, as most of the steps are fairly straightforward. I continued to dived the first step into several small components:

- Get information for each item
- Record the information when we first select it.

The process became even more trivial. The coding process is clearer and easier to do.

The second thing is that use resources smartly to help you debug. I have been stucked on a small problem for an extremely long period of time. It turns out to be a really small thing. I spent to much time trying different versions of things and editing my code. But looking at the console from inspect and Google the error code seems to be the most efficent way to solve it.

# Concepts

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- Local Storage. I learned that I can store information locally and retrieved it at different pages. I used it to store the cart item a user selected.
- For loop. It can be used to iterate through a list of things. I used it to loop through the items in the cart and generate card for each of them in the html page.
- Card. Card in html is a good tool for a page that needs to hold various items. I have use it for the product browsing page and cart page. It helps to group single product in a separate unit and make things look very organized.
- Column and rows. This can help to create the grid system in design prototype. The best part of it is that every div can have its own grid and column. This makes it easy to align different stuffs. Also useful when trying to do a responsive website.
- Events. There are different events in Javascript. It can make the website be more interactive in a user-friendly way if used correctly. So far, I have used the onclick event only. But I will try to use more events when needed.

