

Global

Methods

addTask()

Adds a non-blank task to the list of tasks.

Source: [app.js, line 443](#)

back()

Goes to the previous page of the instructions menu

Source: [app.js, line 897](#)

changeMuteIcon()

Changes the icon and ARIA of the mute volume.

Source: [app.js, line 110](#)

confirmationPrompt(action)

Confirms a user's action to prevent major accidents.

Parameters:

Name	Type	Description
action	string	The action to confirm. Either 'Reset' or 'Delete' all.

Source: [app.js, line 814](#)

convertSeconds(secondsRemaining)

Converts the seconds in the remaining time to the format {min}:{sec} MM:SS

Home

Events

button Changes the chosen language of Potato Timer

deleteTask() Updates all userTasks in the task list so their ARIA skip links will link To the next task based on the next task's ID.

addTask()

button

deleteAll text

start() Hides the various options and buttons available to the user. Triggers when a user clicks the start button.

start() Stores all of the current settings into localStorage.

stop() Shows the various options and buttons available to the user. Triggers when a user presses the stop button or reaches the congrats screen.

unpinTask() Updates all userTasks in the main task list so their ARIA skip links will link To the next task based on the next task's ID.

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Parameters:

Name	Type	Description
secondsRemaining	string	

Source: [app.js, line 259](#)

createPinnedTask(text, uniqueID)

Creates 'pinned' userTask in the mainTasks container. This display an existing task on the main page. A pinned task is identified as '#pin' where # is the uniqueID. Inherits the four userTask components, The eventListener for pin is different.

Parameters:

Name	Type	Description
text	string	A copy of the user's task.
uniqueID	string	The existing task's id.

Source: [app.js, line 574](#)

deleteTask(uniqueID)

Deletes a task from both the task list and the main display, if possible. Decreases the number of tasks by one.

Parameters:

Name	Type	Description
uniqueID	string	The existing task's (task list) id.

Source: [app.js, line 713](#)

Example

Delete pinned task **'1pin'** calls **function with '1'**.

displayCongrats()

Appends a pomotato to the congrats screen for each pomo done and displays the congrats screen.

Source: [app.js, line 341](#)

hide(id)

- playAudio
- setInputTimes
- setPageTitle
- setPhase
- setTimeRemaining
- show
- showPotatoes
- start
- stop
- unmark
- unpinTask
- updatePhase

Hides an element by changing its display to none. also saves settings if the element to be hidden is the settings menu

Parameters:

Name	Type	Description
id	string	The id of the element to hide.

Source:

app.js, line 844

hidePotatoes()

Hides all of the dancing potato gifs.

Source:

app.js, line 370

loadLang()

Changes all of the elements of the DOM into the proper language. Stores the new language in local storage. The default language is English.

Source:

app.js, line 1136

loadSettings()

Loads all of the user-custom settings in the settings menu.

Source:

app.js, line 1238

loadTasks()

Loads the tasks from local storage and creates them again.

Source:

app.js, line 1217

loadTheme()

Loads a user's last theme and settings selected locally.

Source:

app.js, line 961

markDone(uniqueID)

Visually marks a task if a user completes the task. This affects the task list and main display, if possible. Increments the number of tasks completed.

Parameters:

Name	Type	Description
uniqueID	string	The existing task's (task list) id.

Source:

[app.js, line 649](#)

next()

Goes to the next page of the instructions menu

Source:

[app.js, line 917](#)

notifyUser(action)

Creates a notification for the user based on what action the user just did

Parameters:

Name	Type	Description
action	string	the action the user did

Source:

[app.js, line 948](#)

Returns:

the action the user did

playAudio(id)

Play the audio from break to work 'breakToWorkAudio', 'workToBreakAudio', 'victoryAudio'

Parameters:

Name	Type	Description
id	string	The audio block involved with the sound called

Source:

[app.js, line 87](#)

setInputTimes(phase) → {number}

Sets the input times when the cycle isn't in progress.

Parameters:

Name	Type	Description
phase	string	The phase to set the input times

Source:

app.js, line 150

Returns:

The input time in seconds associated with the phase

Type

number

setPageTitle(MMSS) → {string}

Sets the title element for users to see remaining time off-page.

Parameters:

Name	Type	Description
MMSS	string	'MM:SS' form

Source:

app.js, line 390

Returns:

New page title

Type

string

setPhase(newPhase)

(For Testing) Manually sets the phase.

Parameters:

Name	Type	Description
newPhase	string	The phase to change to.

Source:

app.js, line 1281

setTimeRemaining() → {number}

Checks what the current timer state is from 'work', 'short break', or 'long break' to know what the timer should start counting down with.

Source:

app.js, line 331

Returns:

The time remaining for the current timer state.

Type

number

show(id)

Shows an element by changing its display to block.

Parameters:

Name	Type	Description
id	string	The id of the element to show.

Source:

app.js, line 833

showPotatoes()

Shows a number of dancing potatoes based on the pomosDone.

Source:

app.js, line 380

start()

Precondition: there must be at least one task in order to start the timer. Starts the timer and decrements the timer's MM:SS every second. Will save the settings after every time the start button is pressed and hides the options to give the user a more focused screen. After every work phase, the timer will switch to displaying the break phase and its time. If the user completes all of their tasks while the timer is running, then the timer stops and a congratulations screen is shown.

Source:

app.js, line 185

stop()

Resets the pomodoro cycle to the beginning.

Source:

app.js, line 415

unmark(uniqueID)

Visually unmarks a task if a user did not complete the task. This affects the task list and main display, if possible. Decrements the number of tasks complete.

Parameters:

Name	Type	Description
uniqueID	string	The existing task's (task list) id.

Source: [app.js, line 671](#)

unpinTask(uniqueID)

Unpins a task from the main display by deleting the pinned copy.

Parameters:

Name	Type	Description
uniqueID	string	The existing task's (task list) id.

Source: [app.js, line 693](#)

Example

Unpin pinned task **'1pin'** calls **function with '1pin'**

updatePhase()

Update the phase and number of tasks complete.

Source: [app.js, line 274](#)

Events

button Changes the chosen language of Potato Timer

Parameters:

Name	Type	Description
selectedLang	string	the language the user wishes to see potatotimer in

Source: [app.js, line 1121](#)

`deleteTask()` Updates all `userTasks` in the task list so their ARIA skip links will link To the next task based on the next task's ID.

Source:

[app.js, line 780](#)

`addTask()`

Creates a `userTask` in the `taskListContainer`. This does not display a task on the main page. A `userTask` is identified with a unique numerical ID. Has four child elements: mark to mark as done, pin a copy to main page, delete from task list and main page, if pinned, and task content.

Parameters:

Name	Type	Description
text	string	The task the user entered.

Source:

[app.js, line 453](#)

`button`

Changes the theme and stores the new theme locally.

Parameters:

Name	Type	Description
newTheme	string	The theme to change to.

Source:

[app.js, line 978](#)

`deleteAll` text

Deletes all of the tasks from both the tsak list and main display, if possible. Resets `taskCount` to 0 and `uniqueID` to 1.

Source:

[app.js, line 748](#)

`start()` Hides the various options and buttons available to the user. Triggers when a user clicks the start button.

Source:

[app.js, line 873](#)

`start()` Stores all of the current settings into `localStorage`.

Source: [app.js, line 1256](#)

`stop()` Shows the various options and buttons available to the user. Triggers when a user presses the stop button or reaches the congrats screen.

Source: [app.js, line 853](#)

`unpinTask()` Updates all userTasks in the main task list so their ARIA skip links will link To the next task based on the next task's ID.

Source: [app.js, line 795](#)