

Hello,
so you found the documentation of the Join project? Great!
We hope you'll find what you're looking for.
If not, feel free to send us a message (see 'impressum.html').
Thank you.

JavaScript Documentation:

Members

`color`

color defines the color assigned to the category of each task;

Source:

[board.js, line 4](#)

Methods

`(async) addBacklog()`

addBacklog: Creates arranged HTML code based on alltasks array.

Source:

[backlog.js, line 5](#)

`addCurrentUserProfile()`

This function adds name and profile pic from the current user to the myprofile.html

Source:

[myprofile.js, line 42](#)

```
addMyProfileBox()
```

This function adds information about the current User to the myprofile.html

Source:

[myprofile.js, line 16](#)

```
assignuser()
```

assignuser: shows available users to assign task to

Source:

[addtask.js, line 20](#)

```
(async) BuildMyProfile()
```

this function initiates building the html and runs the other building functions

Source:

[myprofile.js, line 6](#)

```
checklatesttaskid()
```

ID counters

Source:

[Server_functions.js, line 159](#)

```
checkpassword(a, b)
```

checkpassword: checks, if password matches selected user

Parameters:

Name	Type	Description

a		: selected user that exists.
b		: selected user's id'

Source:

[login.js, line 34](#)

```
checkUseralreadyexists (name)
```

function checks if username already exists in database and runs addUser() if not true

Parameters:

Name	Type	Description
name		: name from input field

Source:

[Server_functions.js, line 5](#)

```
checkUsersImage ()
```

This function checks if the user uploaded a profile picture, else this user gets the default picture

Source:

[adduser.js, line 24](#)

```
ClearBoard ()
```

ClearBoard: sets all innerHTML to "

Source:

[board.js, line 12](#)

```
deleteActiveUser()
```

deletes activeuser id from localStorage after logout

Source:

[active_user.js, line 26](#)

```
deleteAll()
```

ClearServer: Deletes all saved data from server.

Source:

[Server_functions.js, line 203](#)

```
deleteTask(i)
```

deleteTask: "Deletes" selected task (via trashbin symbol) from view. Done by assigning new status 'TaskDeleted'. Task is still stored in alltasks!

Parameters:

Name	Type	Description
i	*	: task id

Source:

[board.js, line 222](#)

```
deleteuserfromtask()
```

deleteuser: deletes user from currenttasks and initiates view update; Important: This function does not use userid, instead it uses current position in array

Source:

[addtask.js, line 60](#)

```
getActiveUserId(account:)
```

Parameters:

Name	Type	Description
account :		useraccount of user who logged in

Source:

[active_user.js, line 7](#)

```
(async) initBoard()
```

These functions update the sidebar on the current html

Source:

[sidebar.js, line 75](#)

```
InitLocal()
```

InitLocal: creates localStorage items (only used at Login)

Source:

[localStorage_functions.js, line 49](#)

```
LoadLocal()
```

LoadLocal: updates localStorage items

Source:

[localStorage_functions.js, line 57](#)

```
(async) loadSideBar()
```

Menu is loaded on every HTML file

Source:

[sidebar.js, line 4](#)

`LocalLoadUsers ()`

LocalLoad/LocalSave: Each function specifies targets for `setArray()` and `getArray()` and runs them. Those functions are included in other javascripts.

Source:

[localStorage_functions.js, line 25](#)

`login ()`

searchuser(): checks if input user exists

Source:

[login.js, line 14](#)

`logout ()`

Logout: logs user out and resets to login page

Source:

[sidebar.js, line 112](#)

`menuClose ()`

mobile menu close

Source:

[sidebar.js, line 153](#)

```
menuOpen ()
```

mobile menu is opening

Source:

[sidebar.js, line 160](#)

```
openMobileMenu ()
```

When click on the 3 stripes the mobile menu is opening

Source:

[sidebar.js, line 126](#)

```
pickcolor (currenttask)
```

Color for each Category is choosen

Parameters:

Name	Type	Description
currenttask	*	

Source:

[board.js, line 149](#)

```
PushTask (id, tasktarget:)
```

PushTask: initiated by TaskMoveLeft / TaskMoveRight; changes taskstatus to newly assigned status.

Parameters:

Name	Type	Description
id	*	: task id

tasktarget: t:	*	new task status
-------------------	---	--------------------

Source:

[board.js, line 213](#)

`saveActiveUser(activeuser:)`

Parameters:

Name	Type	Description
activeuser: r:		//recieve the activeuser id

Source:

[active_user.js, line 18](#)

`selectuserassign(id:)`

selectuserassign: pushes users' id into currenttaskusers array

Parameters:

Nam e	Typ e	Description
id:		provided by the image that starts this function

Source:

[addtask.js, line 39](#)

`ServerDeleteAndUpload()`

NOT USED: replaces old alltasks with new one from temporary storage

Source:

[board.js, line 233](#)

```
setActiveUser()
```

used in server_functions while adding user

Source:

[active_user.js, line 33](#)

```
setArray(key, array)
```

Save to and load arrays from local storage

Parameters:

Name	Type	Description
key		name of array
array	*	name of array (same as key)

Source:

[localStorage_functions.js, line 13](#)

```
SetLocal()
```

SetLocal: overwrites old arrays with current arrays in local storage

Source:

[localStorage_functions.js, line 65](#)

```
SetServer()
```

first setup only. Not used in standard application.

Source:

[login.js, line 56](#)

`TaskMoveLeft (id)`

`onclick="TaskMoveLeft('taskid')"` : task is backrolled in board to next panel to the left, initiates pushfunction to alltasks

Parameters:

Name	Type	Description
id	*	task id

Source:

[board.js, line 189](#)

`TaskMoveRight (id)`

`onclick="TaskMoveRight('taskid')"` : task progresses in board to next panel to the right, initiates pushfunction to alltasks

Parameters:

Name	Type	Description
id	*	task id

Source:

[board.js, line 166](#)

`TasksAssignedToUser ()`

this function displays the tasks the user is assigned to at the moment

Source:

[myprofile.js, line 79](#)

`TasksCreatedByUser ()`

this function displays all active tasks the user has created

Source:

[myprofile.js, line 60](#)

`toBase64 ()`

The file is displayed, so the user can see which picture is uploaded

Source:

[adduser.js, line 36](#)

`updateBoard ()`

updateBoard: This function updates all panels

Source:

[board.js, line 38](#)

`updatenewid ()`

Update ID functions (might be redundant if functions above are updated!)

Source:

[Server_functions.js, line 171](#)

`updatetaskusers ()`

updateusers: displays those users who are assigned to task.

Source:

[addtask.js, line 4](#)

```
UpdateTodo (currenttask:, currentid)
```

Update"STATUS": the following 4 functions update the assigned divs in view and fill their HTML with tasks from alltasks, if existing

Parameters:

Name	Type	Description
currenttask:	*	task-element that is being processed
currentid	*	id of task that is being processed

Source:

[board.js, line 67](#)

```
(async) uploadImage ()
```

This function converts the full path of the uploaded file and save it to the backend

Source:

[adduser.js, line 6](#)