

project link 

Goal of this JavaScript Code

✅ You have 3 goal inputs and 3 checkboxes. ✅ You can **tick** a goal *only when all 3 inputs are filled*. ❌ If any input is empty, show red error message. ✨ When ticked, it shows green color and cross line on text.

JS Code Simple Explanation (Line by Line)

1. Select all elements from the page

```
const checkBoxList = document.querySelectorAll('.custom-checkbox')
const inputFields = document.querySelectorAll('.goal-input')
const progress_bar = document.querySelector('.progress-bar')
```

✅ These lines **grab elements from the page**:

- checkBoxList: All the circle checkboxes
 - inputFields: All the text inputs
 - progress_bar: The box which shows error or progress
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2. Loop on every checkbox

```
checkBoxList.forEach((checkbox) => {
  checkbox.addEventListener('click', (e) => {
```

✅ This means:  “For each checkbox, when clicked → do something.”

3. Check if all 3 inputs have some text

```
const allFieldsFilled = [...inputFields].every((input) => {
  return input.value
}))
```

 Simple logic:

- [...inputFields] = convert inputs to array
- .every() = check **every input** has value (not empty)

💡 So this line checks: 🖱️ “Are all 3 inputs filled?”

▣ 4. If inputs filled → mark checkbox as completed

```
if (allFieldsFilled) {  
  checkbox.parentElement.classList.toggle('completed')  
}
```

✅ If all goals are written:

- Apply `.completed` class on the box
 - This changes style using CSS:
 - Shows green tick ✅
 - Text becomes green + line-through
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▣ 5. If not filled → show error message

```
else {  
  progress_bar.classList.add('show-error')  
}
```

❌ If even 1 input is empty:

- Add class `.show-error`
 - That class makes red error text visible: 🖱️ “Please set all 3 goals!”
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🎮 6. When user clicks on any input → remove error

```
inputFields.forEach((input)=>{  
  input.addEventListener('focus', ()=>{  
    progress_bar.classList.remove('show-error')  
  })  
})
```

✅ Meaning:

- When user starts typing again,
 - Red error message will go away.
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In Simple Words

Action	What Happens
✅ All 3 goals written + click checkbox	Shows green tick and line on text
❌ Any goal is empty + click checkbox	Shows red error message
👉 Click in input box	Error message disappears

Easy Words to Remember

Word	Meaning
<code>querySelectorAll</code>	Select all matching items from HTML
<code>forEach</code>	Loop on all items
<code>addEventListener('click')</code>	Do something when clicked
<code>every()</code>	Check if all items follow a condition
<code>classList.toggle()</code>	Add/remove class (like switch ON/OFF)
<code>classList.add()</code>	Show something (like error)
<code>classList.remove()</code>	Hide something
