

Job Simulation: Task Manager with Live Status Dashboard

Project Title:

Implementation of a Task Manager

Role:

Front-End Development Intern

Technology Stack:

HTML, CSS, JavaScript

Objective

To design and implement a live task manager that:

- Loads tasks asynchronously
- Displays real-time task progress
- Allows users to control task execution and delayed notifications

This project introduces key JavaScript timing functions (setTimeout, setInterval, clearInterval) and asynchronous handling using async/await.

Task Overview

As part of your hands-on learning experience, you are required to build an interactive dashboard that simulates live task progress updates. The system should:

- Load task data asynchronously
- Update each task's progress in real-time
- Enable users to start and stop progress
- Trigger delayed notifications using setTimeout

Each task must be presented with:

- A task name
- A progress percentage
- A current status

The dashboard UI should be visually styled using CSS to enhance usability and responsiveness.

Task Requirements

1. Functionality

- Use `async/await` to simulate loading task data with a delay (`Promise + setTimeout`)
- Display a **"Loading..."** message while tasks are being fetched
- Use `setInterval()` to increase each task's progress by **10% per second**
- Use `clearInterval()` to stop progress updates on button click
- Use `setTimeout()` to display a **delayed notification**
- Ensure that:
 - Progress stops at **100%**
 - Status updates to **"Completed"** upon completion

2. User Interface (UI)

- Build a responsive and visually appealing layout using **HTML and CSS**
- Include a **header** titled **"Async Task Manager"**
- Provide control buttons:
 - **Load Tasks**
 - **Start Progress**
 - **Stop Progress**

- **Delay Notification**
- Show each task in a **card or row format** displaying:
 - Task name
 - Status (Pending, In Progress, Completed)
 - A visual progress bar
- Use background color indicators:
 - Green for **Completed**
 - Yellow for **In Progress**
- Display notification messages in a **separate panel**

3. Code Structure

- Use `document.getElementById()` or `querySelector()` for DOM interaction
- Store `setInterval()` IDs in variables for precise control via `clearInterval()`
- Write **modular functions** to handle:
 - Task loading
 - Progress updates
 - Stopping updates
 - Displaying delayed messages
- Ensure task progress is capped at 100% to prevent overflows or errors

Bonus (Optional)

- Disable the **Start Progress** button while progress is active
- Assign each task a **different delay duration**
- Add **audio or animations** on task completion
- Implement a **Light/Dark Mode Toggle** using a CSS class switch

Deliverables

Submit a project folder containing the following files:

- index.html – HTML layout and structure of the task dashboard
- style.css – Styling rules for design, status indicators, and responsiveness
- script.js – JavaScript logic for:
 - Asynchronous loading
 - Real-time progress control
 - Timing-based interactions

Note: Include a 2–3 line comment in script.js explaining how async loading and real-time updates are handled using async/await, setInterval(), and setTimeout().

Learning Outcomes

By completing this simulation, you will gain hands-on experience with:

- Handling asynchronous data fetching using async/await
- Implementing real-time logic using setInterval() and clearInterval()
- Managing delayed events via setTimeout()
- Building and styling dynamic user interfaces with HTML/CSS/JS
- Structuring scalable and interactive dashboards with clean JavaScript

