

Assignment 3

Name: Vansh

OnBoarding Task Management App (Vue 3)

Objective:

Design and develop a Vue 3 Application to manage onboarding tasks using the Material Design library

Core Features (Must Have):

- 1. Add onboarding tasks with the following fields:
 - Module Name (Text)
 - Contents (Multi-line Text)
 - Duration (Number Days)
 - Priority (Low, Medium, High)
 - Status (Pending / Completed)
- 2. Display all tasks in a tabular format:
 - o Columns: Module | Contents | Duration | Priority | Status | Actions
- 3. Functionalities:
 - o Add New Task
 - Edit Task (Inline / Modal)
 - Delete Task
 - \circ Mark Task as Complete \rightarrow Completed tasks should move to the bottom.
 - o Sorting:
 - By Priority
 - By Duration
 - Searching / Filtering by Module Name
 - Form Validation

Additional Features (Good to Have):

Local Storage:

Persist tasks in Local Storage.



 Abstract storage logic is added to a service file (to simulate a repository pattern), so it's easier to replace with API/RDBMS later.

Pinia State Management:

- Use Pinia to manage task states across components.
- Ensure the code structure is scalable for API-based data fetching later.

Unit Tests:

Write Unit test cases using Jest for the relevant features.

Task History Log:

- Maintain a task history log (locally), capturing:
 - When the task was created.
 - o When the task was updated.
 - o When marked as complete.

UI Expectations:

- Follow the Material Design theme (same as the HTML assignment).
- Responsive Design Should work well on mobile/tablet/desktop.

Technical Expectations:

- Use Single File Components (SFC).
- Proper folder structure (Organized by Features/Components/Store/Services).
- Follow ESLint rules for clean code.
- Use meaningful Git commits and create feature branches. (e.g. "feature-name: task done")

Bonus Features (Optional):

- 1. Dark Mode Toggle using Pinia state.
- 2. Export tasks to CSV.
- 3. Drag and drop feature to reorder tasks manually.



Deliverables:

- 1. Host the project on GitHub.
- 2. Create a well-structured README file with:
 - Features List
 - Setup Instructions
 - Screenshots / Demo GIFs
- 3. Final presentation/demo of your project.
- 4. Expected submission date: 18/04/2025

Here is the sample UI for your reference:

