For this project, we were tasked with creating an interactive task manager using JavaScript. I had previously created a budget tacker web application for another class, so I had a pretty good understanding of how to get started. That project was written in Python so while the syntax and underlying logic was different, the general ideas transferred over. This was particularly helpful when creating the task management table as it needed to have the same exact functions as the budget tracker. I started by outlining the requirements and determining how to group them into functions. I ended up with 5 total, one to create a task object, one to insert the tasks array into the DOM, one to delete a task, one to mark a task as complete, and finally a simple function that created a string of the current data. The first two were the easiest as we had worked with arrays and the .innerHTML method quite a bit previously. The deletion function was relatively simple as well, but I had to get some help with the exact syntax used in the application. The completeTask function gave me the most trouble. I initially created it using a toggle button just to do some basic testing. I thought changing this to a checkbox would be easy, but I ended up spending a lot of time getting this to work. I originally had the event listener contained in the for loop used in the display function. This worked for the button but not the checkbox. I tried to adapt this for quite a while before turning to the internet. I finally got it to work using the .querySelectorAll method. I was not familiar with this, but I was able to learn and get it to work. While the completing function took up about as much time as the rest of the program, I thought the project went smoothly overall.