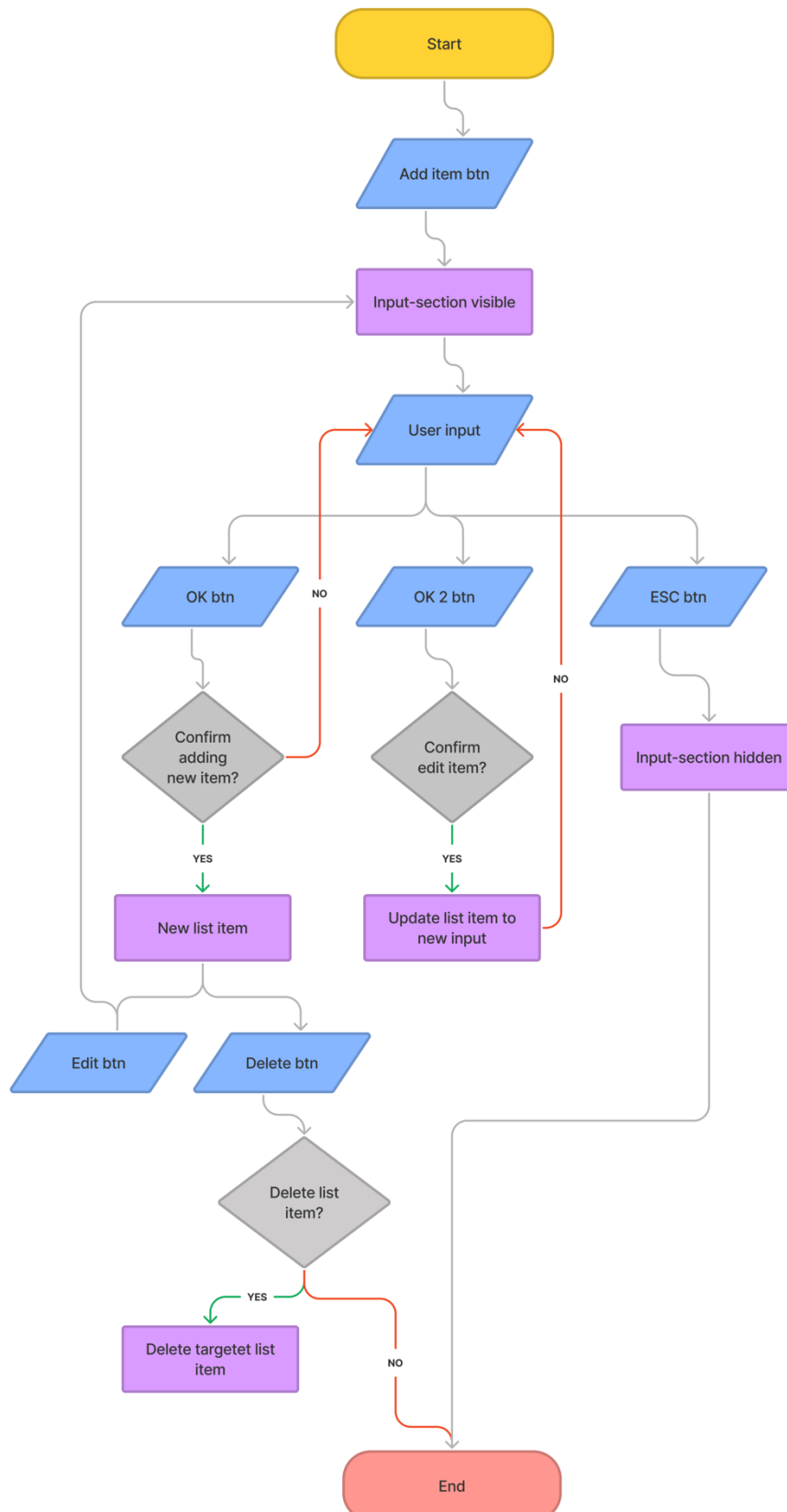# Defining a goal and designing the Script
## Assignment 3

### Flowchart

## The goal
*(p. 14-23 in JavaScript & JQuery by John Duckett)*

The goal of this webpage, is to make an functional list-application where you can add your list of hobbies. This application will have several functionalities, such as adding new hobbies to the list, edit already made hobbies on the list, and delete selected hobby. This application has several global variables, event listeners, and functions with several functionalities within.

## Add hobby
*(Window.confirm() documentation: https://developer.mozilla.org/en-US/docs/Web/API/Window/confirm)*
*(Prevent Default documentation: https://developer.mozilla.org/en-US/docs/Web/HTML/Element/button#attributes)*

The first thing you can do with the application is to add a new list item/hobby. When you click the 'Add item' button, an input section will be visible. I've done this by adding an event listener to the button, that are connected to a 'click' function. After you've typed in your hobby, you can either press 'OK' to add hobby, or 'ESC' to cancel and close the input-section. When you press 'OK', there will be an confirm window, where you need confirm or cancel. I have used *window.confirm()* for this purpose. If you confirm, there will be added an new item to the list, and the input-section will close. I have also inserted an alert, that will alert you if the input value is empty. Because the 'OK' button is a type submit, I also needed to add an preventDefault(), to prevent from auto submitting.

## Edit hobby
*(Target documentation: p. 262–263, 265–270 in JavaScript & JQuery by John Duckett)*

If you want to edit an item, you press 'Edit' on one of the list items. The same input-section will then be visible again. I couldn't find a way to use the same 'OK' button, so I made an additional 'OK' button (ok2Button) that will only be visible when you are going to edit an item. When you press the 'OK2' button, it will get the element selected, and update the inner HTML to the new input value. I've used 'target' to get the selected item. Here as well, is an window.confirm() to confirm if you want to edit the selected hobby.

## Delete hobby
*(Window.confirm() documentation: https://developer.mozilla.org/en-US/docs/Web/API/Window/confirm)*

Same as the 'Edit' button, there is a 'Delete' button on each list item. When you press delete on one of the items, it will here as well find the targeted item selected and delete it. Here it is also a dialog (window.confirm), where the user need to confirm or cancel the procedure.

## Functions

There are several functions that are added to event listeners when clicked a button. The two first functions (formVisible, formHidden) contains code to make the input section visible and hidden. The next function (newHobby) have all the needed step to make a new list item. The

last function (EditDelete) have an if statement, that checks if you press the Edit-button or the Delete-button.

Methods
*(Event Listener: p. 254–257 in JavaScript & JQuery by John Duckett, and lecture notes from week 12)*
I have several Event Listeners in this application that activates a function when clicked, that are connected to different buttons (addButton, okButton, escButton and hobbyList).

*(Methods learned in week 11: p. 38–48 of the lecture notes from week 11, and Flanagan book, pp. 448-450)*
Firstly, the usage of createElement() method is much used making the new HTML elements when making the list items. Secondly, I have used the append() method to append the different elements made into other elements in the list items. I have also used the remove() method to remove a list item when you press the delete button.

Documentation
The website is backed up in GitHub, and are uploaded in the NTNU Folk site.