```
// Project Type
2
     enum ProjectStatus {
3
         Active.
         Finished
4
5
6
     class Project {
7
         constructor(
8
9
             public id: string,
             public title: string,
10
             public description: string,
11
             public people: number,
12
             public status: ProjectStatus
13
14
15
16
17
     // Project State Management
18
     type Listener<T> = (items: T[]) => void;
19
20
     class State<T> {
21
         protected listeners: Listener<T>[] = [];
22
23
         addListener(listenerFn: Listener<T>) {
24
             this.listeners.push(listenerFn);
25
26
27
28
29
     class ProjectState extends State<Project> {
         private projects: Project[] = [];
30
         private static instance: ProjectState;
31
32
         private constructor() {
33
34
             super();
35
36
         static getInstance() {
37
             if (this.instance) {
38
                 return this.instance;
39
40
             this.instance = new ProjectState();
41
             return this.instance;
42
43
44
         addProject(title: string, description: string, numOfPeople: number) {
45
             const newProject = new Project(
46
                 Math.random().toString(),
47
                 title,
48
                 description,
49
```

```
numOfPeople,
50
51
                 ProjectStatus.Active
52
             );
             this.projects.push(newProject);
53
             for (const listenerFn of this.listeners) {
54
                 listenerFn(this.projects.slice());
55
56
57
58
59
     const projectState = ProjectState.getInstance();
60
61
     // Validation
62
     interface Validatable {
63
         value: string | number;
64
         required?: boolean;
65
         minLength?: number;
66
67
         maxLength?: number;
         min?: number;
68
69
         max?: number;
70
71
72
     function validate(validatableInput: Validatable) {
73
         let isValid = true;
74
         if (validatableInput.required) {
             isValid = isValid && validatableInput.value.toString().trim().length !== 0;
75
76
77
         if (validatableInput.minLength != null && typeof validatableInput.value === 'string') {
             isValid = isValid && validatableInput.value.length >= validatableInput.minLength;
78
79
80
         if (validatableInput.maxLength != null && typeof validatableInput.value === 'string') {
             isValid = isValid && validatableInput.value.length <= validatableInput.maxLength;</pre>
81
82
83
         if (validatableInput.min != null && typeof validatableInput.value === 'number') {
             isValid = isValid && validatableInput.value >= validatableInput.min;
84
85
86
         if (validatableInput.max != null && typeof validatableInput.value === 'number') {
87
             isValid = isValid && validatableInput.value <= validatableInput.max;
88
89
         return isValid;
90
91
92
     // autobind decorator
     function autobind(_: any, _2: string, descriptor: PropertyDescriptor) {
93
         const originalMethod = descriptor.value;
94
95
         const adjDescriptor: PropertyDescriptor = {
96
             configurable: true,
97
             get() {
98
                 const boundFn = originalMethod.bind(this);
99
                 return boundFn;
100
101
         };
```

```
102
         return adjDescriptor;
103
104
    // Component Base Class
105
     abstract class Component<T extends HTMLElement, U extends HTMLElement> {
106
107
         templateElement: HTMLTemplateElement;
108
         hostElement: T;
         element: U:
109
110
111
         constructor(
             templateId: string,
112
113
             hostElementId: string,
114
             insertAtStart: boolean,
115
             newElementId?: string
116
         ) {
             this.templateElement = document.getElementById(templateId)! as HTMLTemplateElement;
117
             this.hostElement = document.getElementById(hostElementId)! as T;
118
119
             const importedNode = document.importNode(this.templateElement.content, true);
120
121
             this.element = importedNode.firstElementChild as U;
122
             if (newElementId) {
123
                 this.element.id = newElementId;
124
125
126
             this.attach(insertAtStart);
127
128
129
         private attach(insertAtBeginning: boolean) {
             this.hostElement.insertAdjacentElement(insertAtBeginning ? 'afterbegin' : 'beforeend', this.element);
130
131
132
133
         abstract configure(): void;
134
135
         abstract renderContent(): void;
136 }
137
138
     // ProjectItem Class
139
     class ProjectItem extends Component<HTMLUListElement, HTMLLIElement> {
140
         private project: Project;
141
142
         get persons() {
             if (this.project.people === 1) {
143
144
                 return '1 person';
145
             } else {
146
                 return `${this.project.people} persons`;
147
148
149
         constructor(hostId: string, project: Project) {
150
             super('single-project', hostId, false, project.id);
151
152
             this.project = project;
153
```

```
this.configure();
154
             this.renderContent();
155
156
157
         configure() {
158
159
160
         renderContent() {
161
             this.element.guerySelector('h2')!.textContent = this.project.title;
162
             this.element.guerySelector('h3')!.textContent = this.persons + ' assigned';
163
             this.element.querySelector('p')!.textContent = this.project.description;
164
165
166
167
168
     // ProjectList Class
     class ProjectList extends Component<HTMLDivElement, HTMLElement> {
169
         assignedProjects: Project[];
170
171
         constructor(private type: 'active' | 'finished') {
172
             super('project-list', 'app', false, `${type}-projects`);
173
174
             this.assignedProjects = [];
175
176
             this.configure();
177
             this.renderContent();
178
         }
179
180
         configure() {
181
             projectState.addListener((projects: Project[]) => {
182
                 const relevantProjects = projects.filter(prj => {
183
                     if (this.type === 'active') {
184
                         return prj.status === ProjectStatus.Active;
185
                     }
186
                     return prj.status === ProjectStatus.Finished;
187
                 });
188
                 this.assignedProjects = relevantProjects;
189
                 this.renderProjects();
190
             });
191
192
193
         renderContent() {
194
             const listId = `${this.type}-projects-list`;
             this.element.querySelector('ul')!.id = listId;
195
196
             this.element.querySelector('h2')!.textContent = this.type.toUpperCase() + ' PROJECTS';
197
         }
198
199
         private renderProjects() {
200
             const listEl = document.getElementById(`${this.type}-projects-list`)! as HTMLUListElement;
201
             listEl.innerHTML = '';
202
             for (const prjItem of this.assignedProjects) {
203
                 new ProjectItem(this.element.querySelector('ul')!.id, prjItem);
204
205
```

```
206
207
208
    // ProjectInput Class
     class ProjectInput extends Component<HTMLDivElement, HTMLFormElement> {
209
         titleInputElement: HTMLInputElement;
210
         descriptionInputElement: HTMLInputElement;
211
212
         peopleInputElement: HTMLInputElement;
213
214
         constructor() {
             super('project-input', 'app', true, 'user-input');
215
             this.titleInputElement = this.element.querySelector('#title') as HTMLInputElement;
216
             this.descriptionInputElement = this.element.guerySelector('#description') as HTMLInputElement;
217
             this.peopleInputElement = this.element.guerySelector('#people') as HTMLInputElement;
218
             this.configure();
219
220
221
222
         configure() {
223
             this.element.addEventListener('submit', this.submitHandler);
224
         }
225
226
         renderContent() {
227
228
         private gatherUserInput(): [string, string, number] | void {
229
230
             const enteredTitle = this.titleInputElement.value;
231
             const enteredDescription = this.descriptionInputElement.value;
232
             const enteredPeople = this.peopleInputElement.value;
233
234
             const titleValidatable: Validatable = {
235
                 value: enteredTitle,
236
                 required: true
237
             };
238
             const descriptionValidatable: Validatable = {
239
                 value: enteredDescription,
240
                 required: true,
241
                 minLength: 5
242
             };
243
             const peopleValidatable: Validatable = {
244
                 value: +enteredPeople,
245
                 required: true,
246
                 min: 1,
247
                 max: 5
248
             };
249
             if (
250
251
                  !validate(titleValidatable) ||
252
                 !validate(descriptionValidatable) ||
253
                 !validate(peopleValidatable)
254
             ) {
255
                 alert('Invalid input, please try again!');
256
                 return;
257
             } else {
```

```
return [enteredTitle, enteredDescription, +enteredPeople];
258
259
260
261
         private clearInputs() {
262
             this.titleInputElement.value = '';
263
             this.descriptionInputElement.value = '';
264
             this.peopleInputElement.value = '';
265
266
267
268
         @autobind
         private submitHandler(event: Event) {
269
             event.preventDefault();
270
             const userInput = this.gatherUserInput();
271
             if (Array.isArray(userInput)) {
272
273
                 const [title, desc, people] = userInput;
                 projectState.addProject(title, desc, people);
274
                 this.clearInputs();
275
276
277
278 }
279
    const prjInput = new ProjectInput();
280
    const activePrjList = new ProjectList('active');
281
    const finishedPrjList = new ProjectList('finished');
282
283
```