

CMPT281 - JavaScript To-Do List:

Step 1: Set up the project

Download the starter HTML file, CSS file. Once that is done, create a new .JS file and place it in the same directory as the HTML and CSS file. The JS file name should be "script.js"

Step 2: Set up the JS file

```
document.addEventListener("DOMContentLoaded", function() {  
    // Our code will go here  
});
```

Step 3: Add constant variables

Within the event listener, add three constant variables.

```
document.addEventListener("DOMContentLoaded", function() {  
  
    const taskInput = document.getElementById("taskInput");  
    const addTaskButton = document.getElementById("addTaskButton");  
    const taskList = document.getElementById("taskList");  
  
});
```

Step 4: Create an event listener for the Add Task button

```
document.addEventListener("DOMContentLoaded", function() {  
  
    const taskInput = document.getElementById("taskInput");  
    const addTaskButton = document.getElementById("addTaskButton");  
    const taskList = document.getElementById("taskList");  
  
    addTaskButton.addEventListener("click", function() {  
        // Task addition logic will go here  
  
    });
```

Step 5: Inside the event listener, check that the input box isnt empty

```
addTaskButton.addEventListener("click", function() {  
    const taskValue = taskInput.value.trim();  
  
    if (taskValue.length) {  
        // Task creation logic will go here  
    }  
  
});
```

Step 6: Create a new event listener to check if the task is completed

Inside the new conditional, add logic to add or remove list items.

```
if (taskValue.length) {  
  const listItem = document.createElement("li");  
  const checkbox = document.createElement("input");  
  checkbox.type = "checkbox";  
  checkbox.addEventListener("change", function() {  
    if (checkbox.checked) {  
      listItem.classList.add("completed");  
    } else {  
      listItem.classList.remove("completed");  
    }  
  });  
}
```

Step 7: Add other logic to handle remaining functionality

Add the checkbox and task value to the list item.

Append the list item to the task list.

After adding a task, clear the input box for the next task.

```
if (taskValue.length) {  
  const listItem = document.createElement("li");  
  const checkbox = document.createElement("input");  
  checkbox.type = "checkbox";  
  checkbox.addEventListener("change", function() {  
    if (checkbox.checked) {  
      listItem.classList.add("completed");  
    } else {  
      listItem.classList.remove("completed");  
    }  
  });  
}
```

```
listItem.appendChild(checkbox);  
listItem.appendChild(document.createTextNode(taskValue));  
  
taskList.appendChild(listItem);  
  
taskInput.value = "";
```

```
}
```

Step 8: Code Review

```
document.addEventListener("DOMContentLoaded", function() {  
    const taskInput = document.getElementById("taskInput");  
    const addTaskButton = document.getElementById("addTaskButton");  
    const taskList = document.getElementById("taskList");  
  
    addTaskButton.addEventListener("click", function() {  
        const taskValue = taskInput.value.trim();  
  
        if (taskValue.length) {  
            const listItem = document.createElement("li");  
            const checkbox = document.createElement("input");  
            checkbox.type = "checkbox";  
            checkbox.addEventListener("change", function() {  
                if (checkbox.checked) {  
                    listItem.classList.add("completed");  
                } else {  
                    listItem.classList.remove("completed");  
                }  
            });  
  
            listItem.appendChild(checkbox);  
            listItem.appendChild(document.createTextNode(taskValue));  
  
            taskList.appendChild(listItem);  
  
            taskInput.value = "";  
        }  
    });  
});
```

Step 9: Test

Run your HTML file to test that the script works.

Continue making additions to the code to suit your needs.