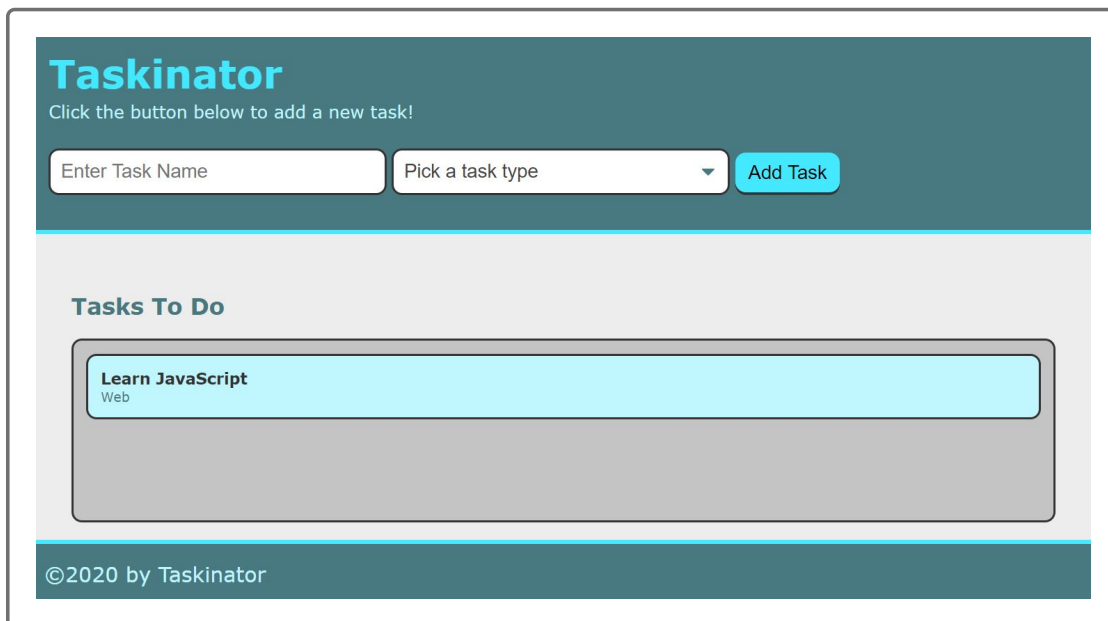


## 4.3.1 Introduction

You've made it to Lesson 3! It's important to recognize your accomplishments so far and the fact that Taskinator is already in good shape. Here's where we left off:



The screenshot shows the Taskinator web application. At the top, the title "Taskinator" is displayed in a large, bold, teal font. Below it, a subtitle reads "Click the button below to add a new task!". The main form area has a teal background and contains three elements: a text input field labeled "Enter Task Name", a dropdown menu labeled "Pick a task type", and a teal "Add Task" button. Below the form, a section titled "Tasks To Do" in bold teal font contains a single task card. The task card has a light blue header with the text "Learn JavaScript" and a smaller "Web" label below it. The rest of the card is a solid grey color. At the bottom of the application, a teal footer bar contains the text "©2020 by Taskinator".

Users can create a list of as many tasks as they want. The downside is that task statuses are limited to "to do." There's currently no way to mark a task as in progress or completed. Users also can't edit a task's name or remove the task entirely if they change their mind.

Being able to update or delete a task adds a lot of value to Taskinator . . . and a lot of complexity! This means we'll be diving even deeper into the `event` object and event handlers. We'll also need to revisit the HTML side of things and learn a few new tricks like `data-*` attributes. The good news is that you've made it this far. You totally got this!

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