

TaskInProgress

[TaskInProgress](#) // All information should be exported to monitor system. // Depends on numBSPTasks.

~~Configuration conf; // defined in [JobInProgress](#).~~

~~static final int MAX_TASK_EXECS = 1; // defined in [JobInProgress](#).~~

~~int maxTaskAttempts = 4; // defined in [JobInProgress](#)~~

Boolean failed = false;

int NUM_ATTEMPTS_PER_RESTART = 1000;

~~String jobFile = null; // defined in [JobInProgress](#).~~

int partition;

TaskID id;

[TaskAttemptID](#) attemptId; // newly added, representing the attempt id for this task.

[TaskStatus](#) status; // newly added. indicate the state of this task, e.g. this task is running or not.

~~[JobInProgress](#) job; // [TaskInProgress](#) is contained within [JobInProgress](#).~~

~~int completes = 0; // change to Boolean. so it also indicates if this task successes.~~

Boolean completed = false; // true indicates this task is successfully executed.

[GroomServerStatus](#) myGroomStatus;

String groom; // to which groom this task belongs.

long startTime = -1;

~~private int successEventNumber = 1;~~

~~int nextTaskId = 0; // should be calculated at runtime.~~

~~TaskAttemptID successfulTaskId; // see completed.~~

~~TaskAttemptID firstTaskId; // the first task stored in 2d task array. // see job task relation section~~

~~TaskAttemptID currentTaskId; // the last task in 2d task array should be the current execution task. // see job task relation section~~

~~TreeMap<TaskAttemptID, String> activeTasks; // mapping from [TaskId](#) to [GroomServer](#). // Task to [GroomServer](#) relation is recorded by taskId and groom in o.a.h.b.v2.Task.~~

~~TreeMap<TaskAttemptID, [TaskStatus](#)> taskStatuses // each task should embed with a status object.~~

~~-BSPJobID jobId; // defined in [JobInProgress](#). -~~

[RawSplit](#) rawSplit;

~~int mySuperstep = 1; // not used.~~