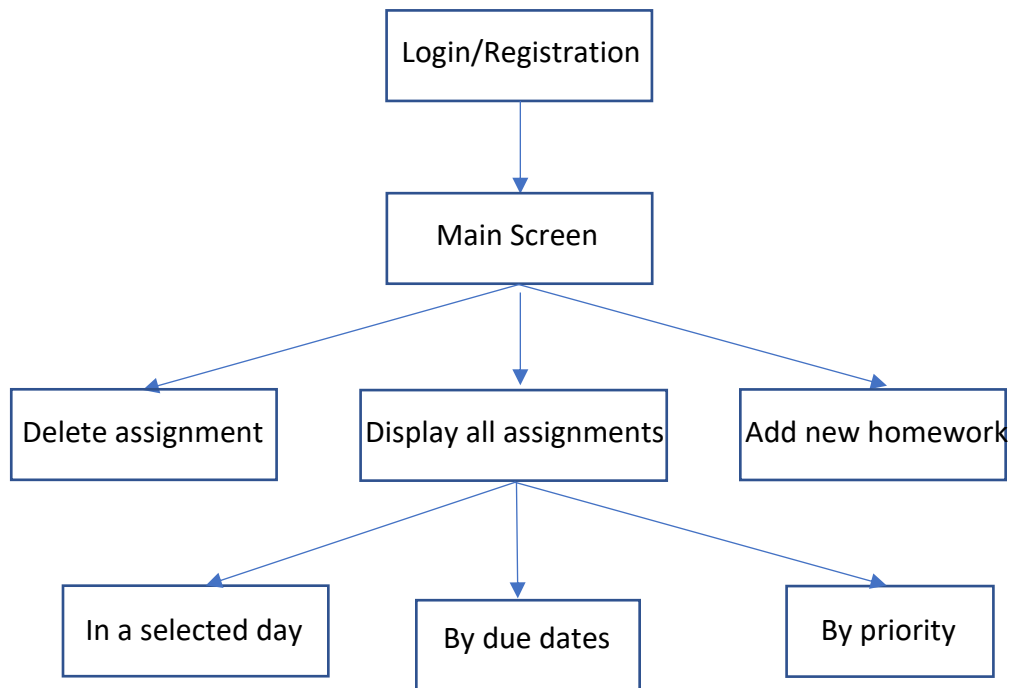
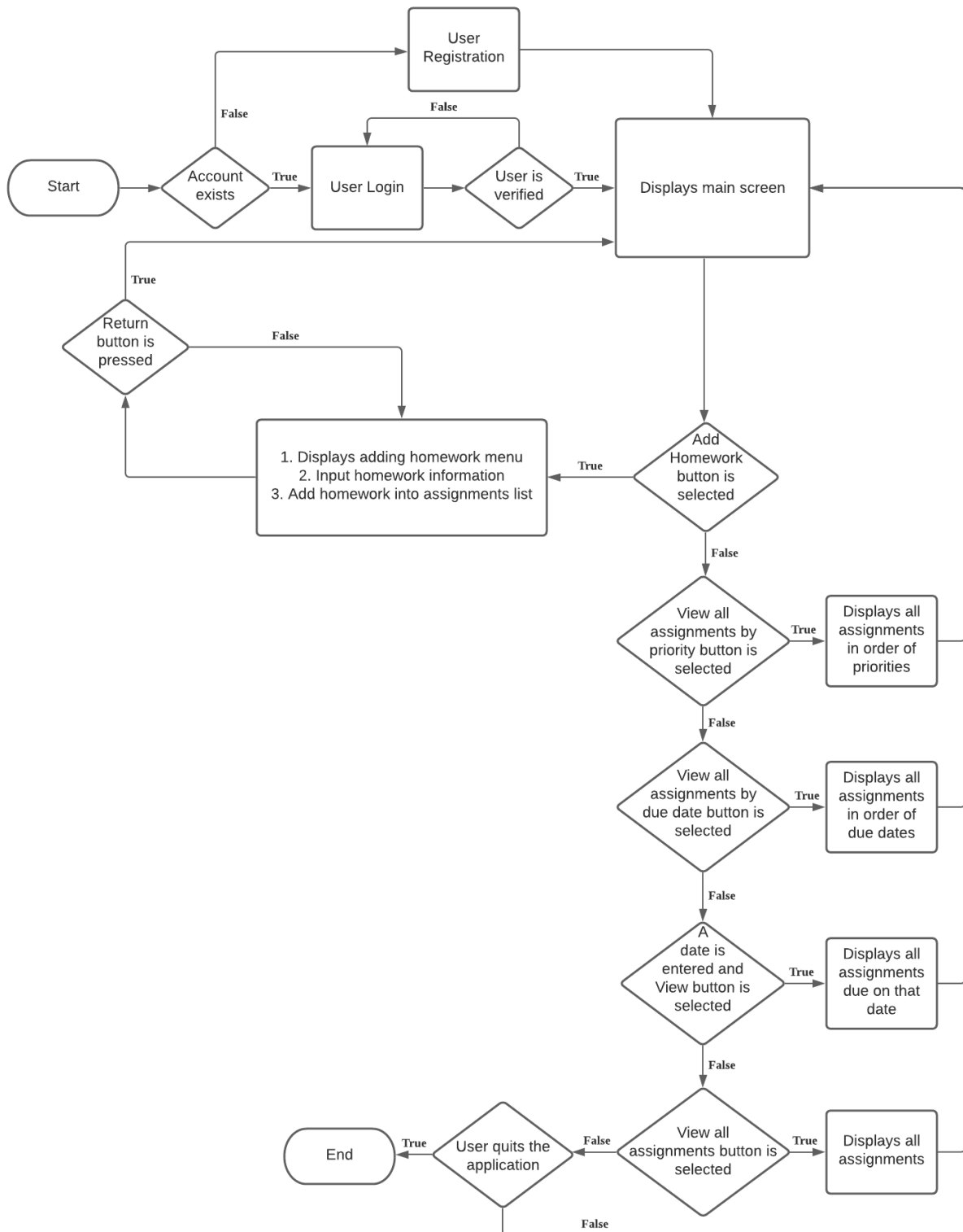


Criterion B: Design

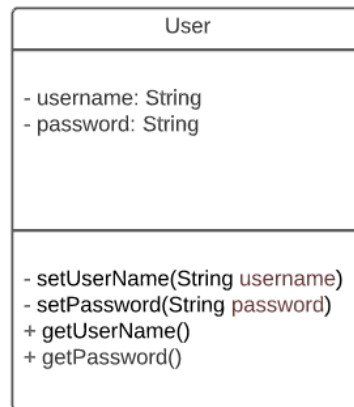
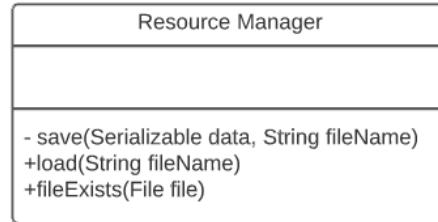
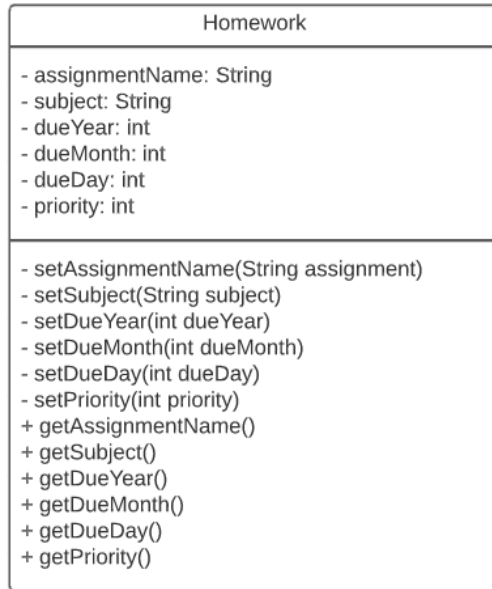
Basic structure:



Process Description:



UML Class Diagram:



Software Interface

User registration window

Please Register Below:

New Username Input

New Password Input

Grade level Input

Create

User login window

Welcome Back!

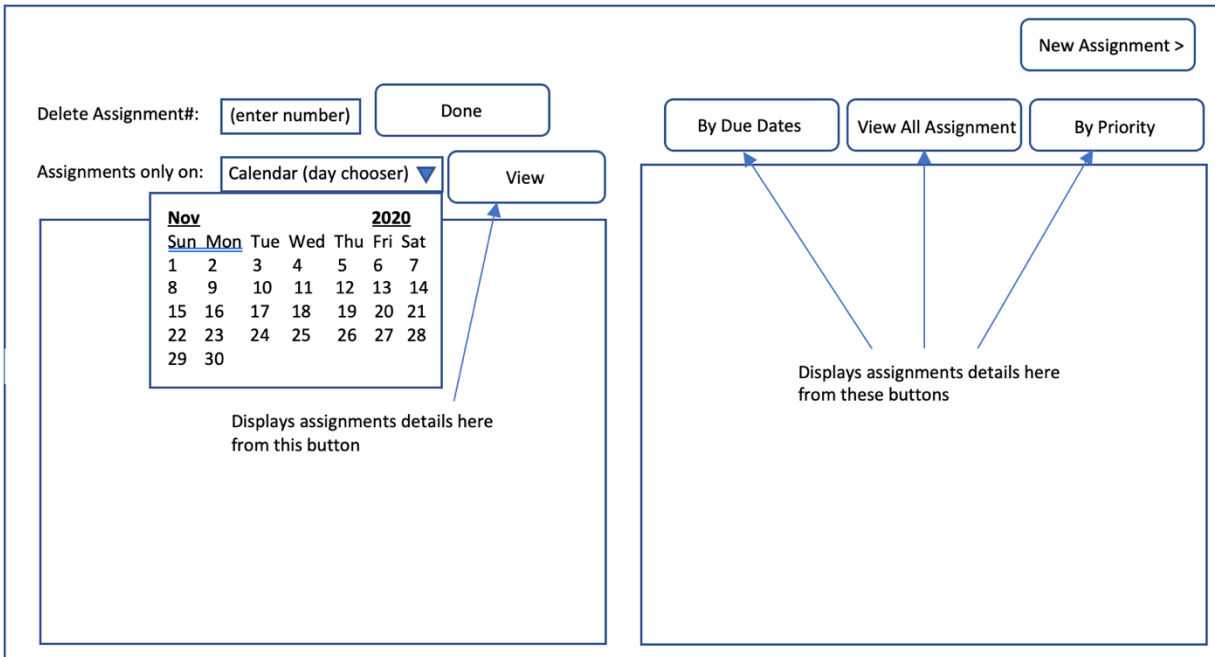
Username Input

Password Input

Login

Main window

Note: The window will appear once the login/registration process is completed or the "< Back" button is pressed in the adding new assignment window



The main window layout includes a top right button "New Assignment >". On the left, there is a "Delete Assignment#:" field with a text input "(enter number)" and a "Done" button. Below this is an "Assignments only on:" section with a "Calendar (day chooser)" dropdown and a "View" button. The calendar shows November 2020 with dates 1 through 30. An arrow points from the "View" button to a large rectangular area below the calendar, with the text "Displays assignments details here from this button". On the right side, there are three buttons: "By Due Dates", "View All Assignment", and "By Priority". Arrows from these three buttons point to a large rectangular area below them, with the text "Displays assignments details here from these buttons".

Delete Assignment#: (enter number) Done

Assignments only on: Calendar (day chooser) View

Nov 2020

Sun	Mon	Tue	Wed	Thu	Fri	Sat
1	2	3	4	5	6	7
8	9	10	11	12	13	14
15	16	17	18	19	20	21
22	23	24	25	26	27	28
29	30					

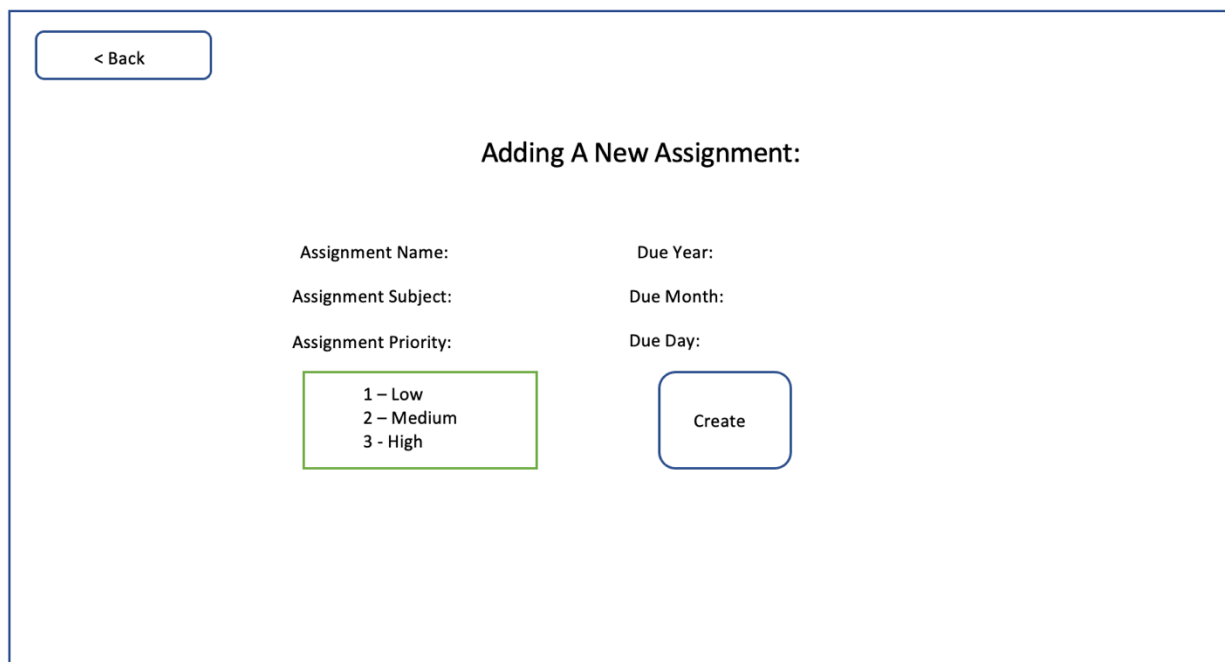
Displays assignments details here from this button

By Due Dates View All Assignment By Priority

Displays assignments details here from these buttons

Adding new assignment window

Note: The window will appear once the "New Assignment >" button is pressed



The "Adding A New Assignment:" window has a "< Back" button in the top left. The title "Adding A New Assignment:" is centered. Below the title, there are two columns of labels: "Assignment Name:", "Assignment Subject:", and "Assignment Priority:" on the left; and "Due Year:", "Due Month:", and "Due Day:" on the right. Under "Assignment Priority:", there is a green-bordered box containing the text "1 - Low", "2 - Medium", and "3 - High". To the right of this box is a "Create" button.

< Back

Adding A New Assignment:

Assignment Name: Due Year:

Assignment Subject: Due Month:

Assignment Priority: Due Day:

1 - Low
2 - Medium
3 - High

Create

Schedule for Developing product:

Program will be split into 2 sections:

- User login and registration (1 week)
- Assignments (2 weeks)

User login and registration (1 week)	Assignments (2 weeks)
<ul style="list-style-type: none">- Create a user interface- Write codes for inputting username and password when registering and logging in- Write codes for storing new username and password during registration into a .txt file- Write codes for verifying inputted username and password by comparing them with stored username and password	<ul style="list-style-type: none">- Create a user interface- Writes codes for adding new assignment- Write codes for displaying details of all stored assignments- Write codes to display details of all stored assignments in the order of priorities and due dates- Write codes to show details of all stored assignments in a selected date using JCalendar- Write codes for deleting assignment in order to remove completed or wrongly entered assignment

Test Plan

Actions to Test	Method of Testing & Expected Results
General functionality of the program – Seeing if it runs properly or not	Testing: Double clicking the program file to run the program. Results: The main window appears on the screen.
Functionality of login and registration sections and storing the registered username and password	Testing: Run through the registration and login process of the program and look for the created .txt file that stores the username and password on the computer. Results: User is successfully logged in, and a .txt with username and password is created inside the computer.
Functionality of adding new assignment and storing it inside the computer	Testing: Add multiple assignments one by one with different names, subjects, due dates and priorities and then look for the .txt file that stores all the assignments information or display all assignments using the program. Results: Each assignment is stored in its individual file, and the program is able to display them.
Functionality of displaying assignments and showing them based on their priorities and selected date	Testing: Run through all the showing assignments processes and confirm the printed assignments with the ones stored in the .txt files. Results: Assignments are all printed out, and they match with what are stored in the .txt files.
Functionality of deleting assignment	Testing: Enter the assignment number that is going to be deleted and press the button of deleting it. Then, confirm if the assignment has been deleted by checking with the stored .txt files or displaying stored assignments inside the program. Results: The correct assignment is deleted. The corresponding assignment .txt file disappears, and the assignment details do not show in the program when displaying all assignments.