DEVELOPMENT OF A NOTE-TAKING APP BASED ON OBJECT-ORIENTED PROGRAMMING

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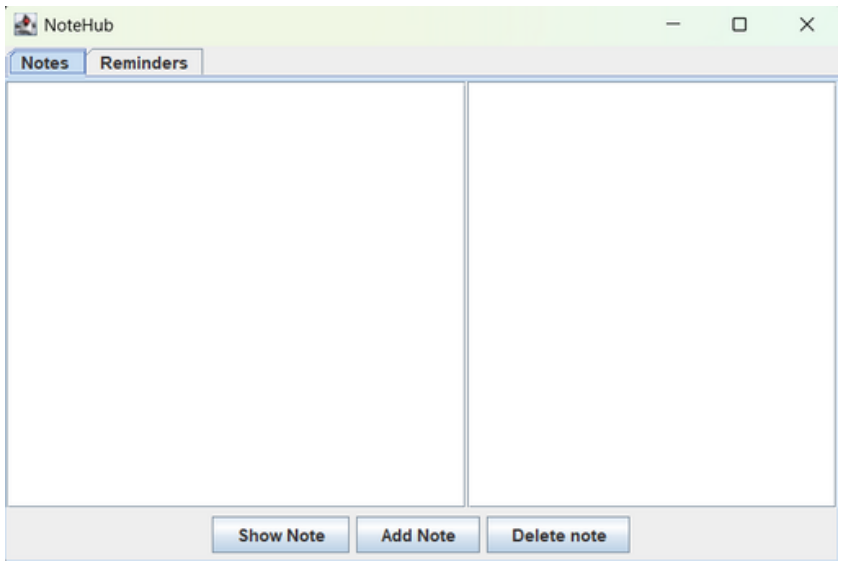
INTRODUCTION

Taking notes, organizing schedules, and managing tasks are essential for both students and professionals. Apps like Notion offer advanced solutions, but these types of apps often require a long study period to fully understand how they work and be able to use the app. This project seeks to create a simplified offline alternative through the use of Object-Oriented Programming (OOP), developing an app with features similar to Notion but easy to use and access.

GOAL

Design and implement a modular and maintainable desktop application that provides:
• Creation and management of notes and reminders.
• Customizable weekly schedules.
• A calendar interface for annotated events.
•Full offline functionality with local storage

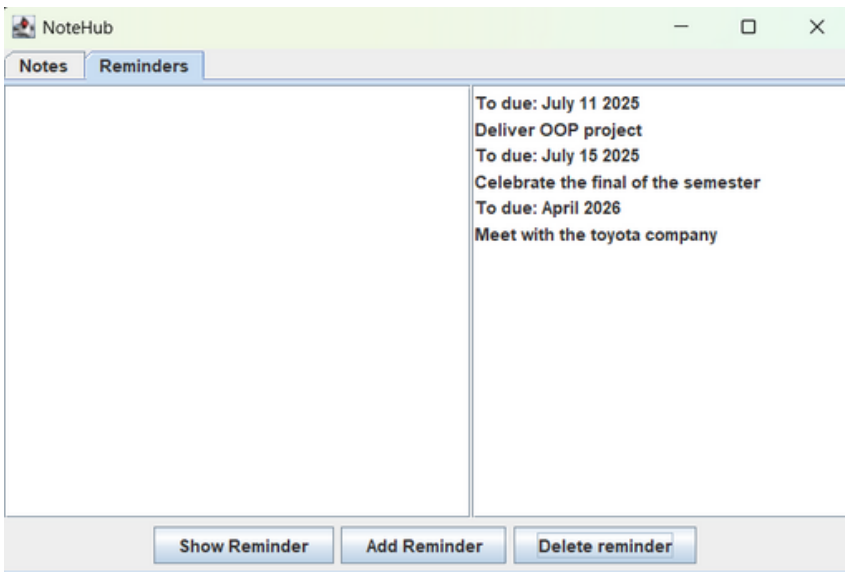
PROPOSED SOLUTION



We proposed an app like notion that users could use to take notes, create reminders and different activities that improve their skills in academic terms. Furthermore, our app is more comfortable and easy to use than other apps.

RESULTS

• A fully functional desktop GUI with modules for notes, calendar, reminders, and scheduling.
• Persistence layer implemented through .txt files, guaranteeing offline storage.
• Logical architecture in compliance with SOLID principles and modeled via CRC cards.
• UML Class Diagram and Sequence Diagrams that align with the implementation and validate its modularity.



CONCLUSION

NoteHub accomplishes its initial goal of offering a simplified alternative to more complex note-taking applications by focusing on usability, offline access, and architectural soundness. While certain advanced features remain as future improvements, the current state of the system validates the effectiveness of the chosen design and implementation strategy.

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