

Basics Summary:

The user will put in the state they live in and a user number so the information they store can be viewed by them. Allow the user to input the plant information and days till maturity and use the date that the user inputted the plant information against the current date to determine the days till maturity.

Additional functions:

Determine the seedling start date by state based on the first and last start date

Basic Functions:

Plant Class

- Read plant information
- Write plant information
- Update plant information
- Delete plant information

User Info

- Read available states for the user to choose from
- Read the frost dates by states

Good example of many to many is multiple players having the same positions and one player having multiple positions

Good example of one to many is a team having multiple players

Get something out that works so I can start building around that frame work

Might need to limit the scope of the project just to make sure that I get the bare bones stuff down before implementing cool new stuff

For the final project I am thinking of creating an app that will tell you the first and last frost dates by state. Then add in plants that will tell you when to start seedlings for your plants.

Not sure if an API is required for the final project but I can put in live forecast data into the application

Will need to make a java method that will be retrieved and calculated within java instead of storing the info in the database

Should be able to load data into the database in order to load the historical data of first and last frost date

Data I will need

First/Last frost date from every state

There should be a way to make a calculation to however long before the first frost date you should start the seedlings

I will need to create a plant class so the person can enter in information about the plant they want to input

Will need to take in user input to determine the state the user lives in