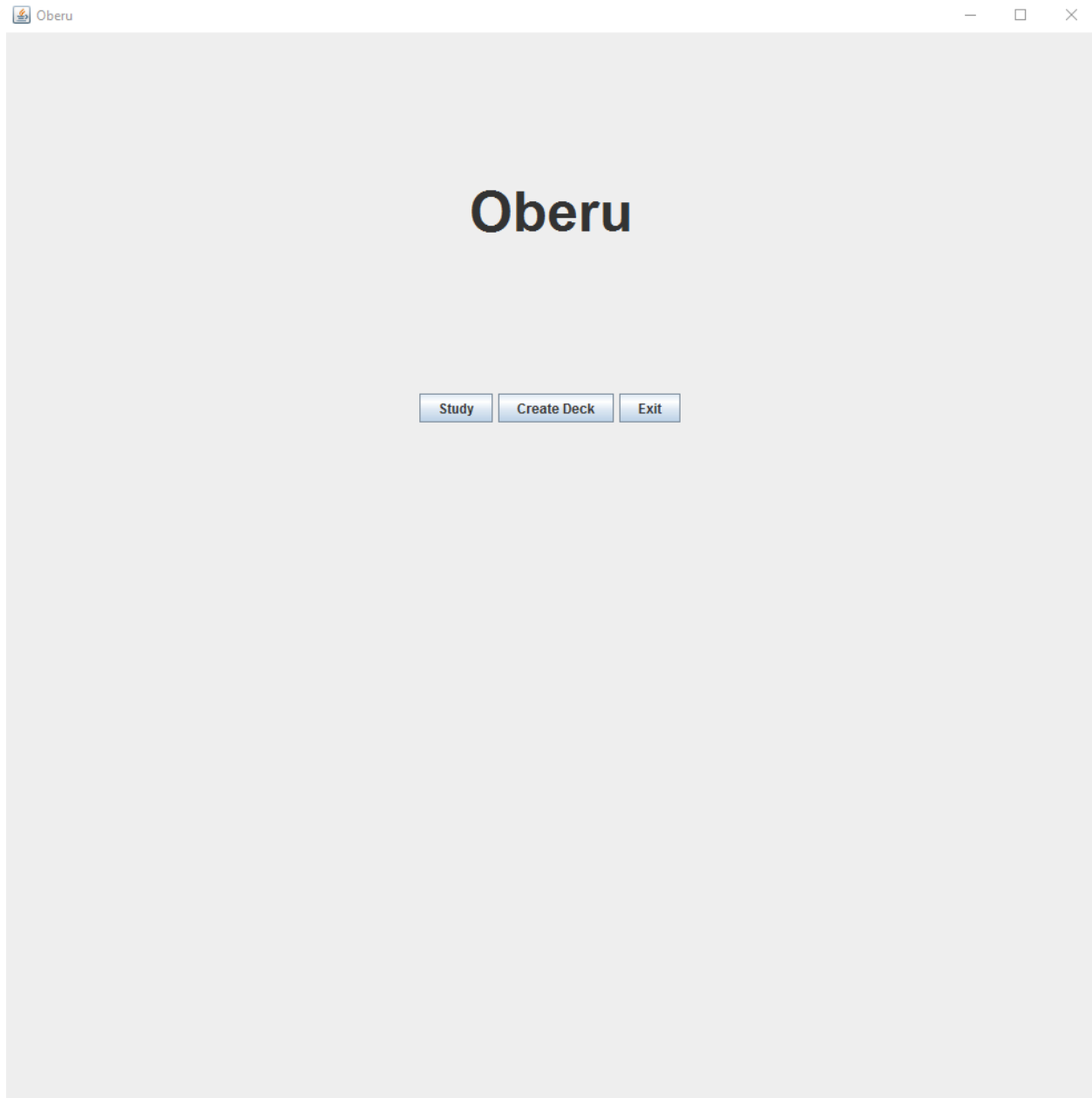# Design

Figure 1: Screenshot of main menu

Criteria:

The program has three main panels.

1. Studying panel, where cards are displayed to the user and the user can rank them in difficulty.
2. Card creation panel, where the user can create individual cards.
3. Main menu, where the application opens up to when the user launches it.

User input:

The user will be able to navigate through the program using a series of buttons. The only text fields that the user has access to is under the card creation panel.

Card displaying:

It's incredibly important that each card is displayed using Unicode formatting, as this allows the program to display characters that are outside of the English alphabet (languages like Japanese, Chinese and Arabic). The user will have three buttons here that will allow them to rank the cards.

Create Deck:

Under the create deck menu the user can see three text fields that they have access to, these text fields are designed to not exceed 10 characters at maximum. Using these text fields they will be able to enter in exactly what information they want on the card. The data given here will then be passed into a text document.

The design was created to implement the Pythagorean methods of memorization which are as follows:

- No white background where learning takes place
- Positive Reinforcement (Great job!)
- Kinesthetic (User has to select difficulty)
- The Serial Position Effect (Program stops user for breaks during studying)