

# Criterion A: Planning

## Defining the Problem

One of my favorite things to do is to learn a new language, something about it is just so rewarding. However learning a language requires learning an immense amount of vocabulary. There are, of course, applications who aim to do this but I find that they are all lacking something. Some of these applications require an internet connection, and sometimes I simply do not have one. Other applications are offline but are incredibly slow, difficult to setup, and make sharing vocabulary lists with friends nearly impossible. As a result, I created a piece of software that attempts to remedy all of these problems I had with other programs.

## Rationale for the Proposed Solution

I believe that this is the best route to create the software I set out to make. First, it does not require an internet connection to properly function, this gives the user the ability to use the software whenever they need to, because you don't necessarily always have internet access when you need to brush up on vocabulary. Second, it is a standalone application, the user will not have to worry about remembering login information of any kind, the application and vocabulary lists the user creates will be easy to share amongst peers, and the software is created to be simple and self-explanatory. Third, the application will take into account how difficult you rank cards, ensuring that you study the cards you find most difficult instead of simply reiterating what you already know.

I chose to write the application in Java primarily because I am familiar with the programming language. However Java has some great advantages: because it is being written in java the application can run on nearly any OS, the application will come in one compact jar file that the user can distribute amongst peers easily, and finally the application needs only to be clicked to launch which eliminates any possibility of error in launching of the software.

## Starting Success Criteria

1. Program is able to properly display the flashcards fluidly.
2. The user is able to navigate the program with ease.
3. The user is able to create new flash cards from the application.
4. The application will display the most difficult flashcards first in a study session.
5. The interface is relatively pleasing.
6. The application is able to open decks that have been created previously.

