

# Weight Watching Plus News

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## Coding Information

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This section will contain documentation on all coding-related news and information from the implementation of this system onward.

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## Update Notes

This section will contain documentation on all updates from the implementation of this system onward.

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## Release

This section will contain documentation on all Release updates from the implementation of this system onward.

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## Development

This section will contain documentation on all development/debug updates from the implementation of this system onward.

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## Update 7

### Highlights

- ▶ Updated UHLib.
  - ▶ The source code will be copied over from it's work folder from now on, in place of constant update notes. As well, version numbers will not be shown in these notes (very often) as the program is modified fairly regularly, and often times many times over the course of an update to this main program.
  - ▶ Prune max and min increased and decreased (respectively), and now allow for much smaller files to be pruned, and much larger files created.
- ▶ Moved the "console decider" function (the small function from program.cs which, if debug, would open a console or simply do nothing) to the UHLib.
  - ▶ This was initially as an attempt to remove the "Intel-compatible processor" restriction. However, in light of that fix, and the fact that the function probably had nothing to do with the problem in the first place, I've decided to leave it over there.
- ▶ General Functions moved to it's own .cs file for readability and ease of use reasons.
- ▶ Interfaces added to all classes so that they do not need to be accessed directly (or via a static function). Also all interfaces will be housed in a separate .cs file for readability reasons, but they are all connected to the correct class.
  - ▶ MainForm has an interface but it's very...primitive. I hope to have things more clean and such by the next update.
- ▶ I messed with the architecture a bit so that all the classes could be started (Instantiated) once and then wouldn't need to be started again.
  - ▶ This will hopefully increase efficiency, but we'll have to see.
- ▶ The additional options elements that didn't refresh when moving between tabs now does, albeit

crudely. I hope to refine the technique at a later date.

- ▶ Replaced all floats with doubles for performance reasons.
- ▶ All decimals standardized and a "decimal and rounding" system is in place to further standardize the program as a whole.
- ▶ Most mathematical functions and statements are being standardized to use the full value of the "calories left for the day", instead of rounding in the oddest places as was in the older system.
  - ▶ As I clean up this messy and undesirable functionality for a cleaner, more efficient one, hopefully stability, and speed, will increase while CPU/memory usage will decrease.
- ▶ Changed the functionality of the auxiliary version text ("({3}{4}{5})" as it is displayed in the code) to a less compact but more understandable format. As well as standardized the grabbing of a "symbol" (E.G. "α", "β", "Δ", etc) for the secondary and tertiary version specifications.
- ▶ Changed application icon.
- ▶ Modified the functionality of the "Add/Subtract" tab's contents with relation to eating and drinking food, so that the buttons are more understandable and that the label contains the food item in question, not just the definer. Size of text has been modified to fit.
  - ▶ If you're hard of sight, a quick adjustment to the code will bring it back to the old standard.
- ▶ Changed registry structure so it reads like so:
  - ▶ "Weight Watching Program+/%USERNAME%/Development-or-Release/
- ▶ Changed the way registry values are grabbed and written.
  - ▶ I've attempted to decentralize both as much as possible while still providing adequate convenience for the programmer. If this has any adverse effects, I'll completely decentralize these systems.
- ▶ Retrieval class added.
  - ▶ Retrieval is a new class with functions whose primary purpose is retrieval and reading, but who don't have a more pressing primary function.
- ▶ NetOp(eration)s class added
  - ▶ NetOps is a new class with functions whose primary purpose is networking and internet operations, but who don't have a more pressing primary function.
- ▶ Messages handler values (well, just the one in WriteFoodTable, but this also will apply as a "from now on" kind of thing) for prune size lowered to new minimum, which should greatly decrease loading time during debugging and when a user wants to debug a release version.

## Features

- ▶ Added a new "Status Bar" to the bottom of the main form.
  - ▶ It consists of one label housing the program's current version (including the revision number), Greek letter (Alpha, Beta, etc or in some cases the actual letters) for each section. one label housing the build type of the currently running executable. And one picture used to show the status of the sync feature. As well, using the "-debugrelease" command will not change the build type. This can only be changed by compiling a development build.
- ▶ Copyright button added to the Additional Options tab which contains all copyright notices, what particular copyright license is being used at the moment and where to get copies of the license itself.
- ▶ Program will not start now unless there are no other instances running or an argument is used to bypass this feature.

- ▶ You can now set the amount of decimals you want to see in pertinent values throughout the program.
  - ▶ This allows for greater or lesser accuracy depending on your personal preference.
- ▶ Search function will now alert the user when a search term cannot be found. Currently there is no "exact search" support.
- ▶ Synchronization support added. You can now use this application between computers.
  - ▶ Internet support is theoretically possible, but because I don't have the means nor do I desire to use it over the Internet personally, someone else will need to develop that particular facet of the sync feature.
  - ▶ The sync feature syncs only when needed. At start, it will sync if enabled and if a connection can be made to grab the food.table and other crucial files and registry values to write to it's own directory. Theoretically, that's all that should be needed as the program will then write everything to it's own directories and has no more use for the feature. However, this may change in the future.
- ▶ Added help menu.
- ▶ Automated creation of placeholder food.table is now available. This means the program will no longer crash without one *at startup*.
- ▶ The program will now refuse to make a backup, thus preserving the old backup which is assumed to be working and valid, if a crash was written to the Errors.dmp file <= 6 minutes ago.
- ▶ Custom user support added. If a value other than USER is input, the registry will configure itself like so:
  - ▶ "Weight Watching Program+/%CURRENTLYLOGGEDINUSER%/Custom Users/%USERNAME%/Development-or-Release/
  - ▶ Otherwise the registry tree will use the default path as mentioned in the "Highlights" section.
  - ▶ Right now only one user is supported at a time, requiring a restart each time a new user wants to use the program as well as that user needing to remember the exact name they used to "log back in", if you will. I hope to have multi-user support as well as realtime user switching in the future.

### Bugs

- ▶ Minor bug fixed in the adding of calories.
  - ▶ Before, the program would not allow you to add calories which equaled the default calories amount, this functionality has been replaced with a globally standardized version of itself.
- ▶ Major bug addressed.
  - ▶ With .NET 4.5.2 and above (I think, I only had 4.5.2 at the time of writing), a problem unknown to me causes architecture problems for anything but Intel compatible processors. If you have one, you're welcome to upgrade it. For the sake of modulation, I will not.
- ▶ Fixed a recurring bug with relation to the changing of the food name of an item from the food list.
- ▶ Fixed a bug with the Arithmetic function which would show a messagebox for every iteration.
  - ▶ Now, while requiring some extra code, a special instance of a user serving grab must be created that explicitly allows popups.
- ▶ Fixed a problem with the creation of registry values if none existed.
- ▶ Fixed a problem with the deletion of values that if you get to the last value and delete it, it would make the program crash.

- ▶ Fixed a problem with the system where it would crash if the value it was seeking was more than the total value of items in the list.
- ▶ Fixed a minor glitch in the food backup system where it would not back up the secondary directory of a build if the build was previously opened from a primary directory.
  - ▶ For instance: if your main program was on the desktop but you build to a different directory, and opened the new build in said different directory to test, then moved to the desktop, the information from the build directory would be backed up, but not the desktop directory.
- ▶ Fixed a minor error in the "status/bottom bar" where it would incorrectly determine the development state.
- ▶ Fixed a bug in the reset functionality where if the reset time's month/year (and in this case it's assumed manual time is enabled) were less than the current month/year, it would leave the values as-is. This caused a loop to be created wherein whenever an action was taken which required the reset date verified, it would reset regardless.

### Notes

- ▶ This update notes system will take the place of the old system, which will still be around if you wish to look it over.

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## Arguments

# CURRENT ARGUMENTS AND WHAT THEY DO

**"-clearcache"** -- clears all files excluding food.table, food.bku, and any Error.dmp files from the "Text" folder before starting the program. This does not prevent them from being made again. This also does not handle any file from any other folder in the hierarchy.

**"-noexplanation"** -- prevents a food.table explanation file from being created. Does not remove the file, it simply prevents it from being made if it doesn't already exist.

**"-nobackup"** -- prevents the automatic backup of your critical program files from the Files/Text/ folder. While this can decrease load time it is strongly advised that you do not use it.

**"-debugrelease"** -- Allows you to debug in release mode. Only works for a few features and does not work when using a development build (dev. builds are already debugging).

**"-allowmulti"** -- Allows you to launch multiple instances of the program. Without this argument, the program would fail to launch if one or more instances were already running.

**"-sync:[is/not]client"** -- Overrides automatic detection of client/server status and sets your program as either a dedicated server or client. Depending on which iteration of the argument you use. Must be set accordingly on all synced computers to be of any use.

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## UHLib Note

In the interest of saving time, and preventing carpal tunnel, the folder which contains the UniversalHandlersLibrary Raw Code will only include the source code; no update notes or anything of

the sort. The only other documents will be this, the license, and the virtually identical warning contained in the README text file in the same folder as the license, all of which I reserve the right to change at any time.

All pertinent updates will be fused with the main program's updates and stored in it's update notes.

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## **Project Information**

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This section will contain documentation on all strictly project-related news and information from the implementation of this system onward.

As this is the development version, and there is very little (if any) interest in the program, there are no project-specific news or informational items to add at this time.

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