### Self-development application for controlling and achieving goals

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## The meaning and goals of the application

- Self-development
- Organizing everyday life, self-control
- Productivity
- Coherent, expended planning interface
- Control of completion of tasks and goals on time
- Mood monitoring
- Taking notes and efficently searching for thoughts

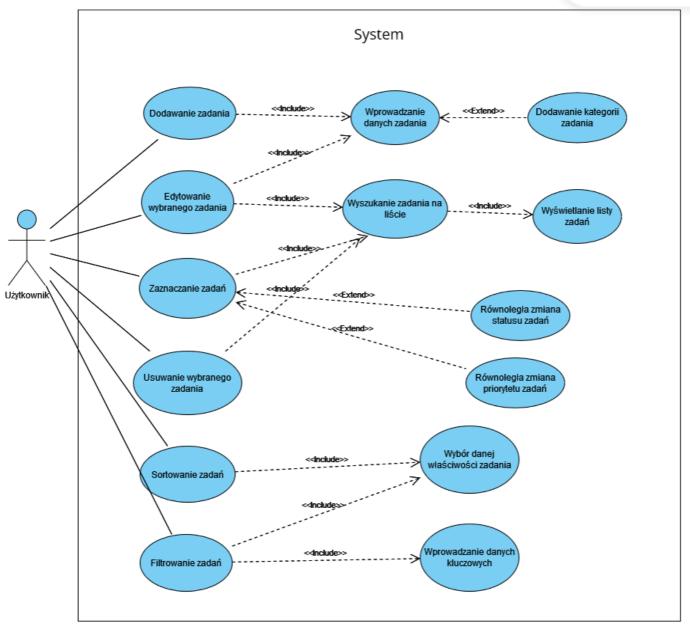
#### Main addressees of the app

- Students
- Working people
- Disorganised people
- Ambitious people

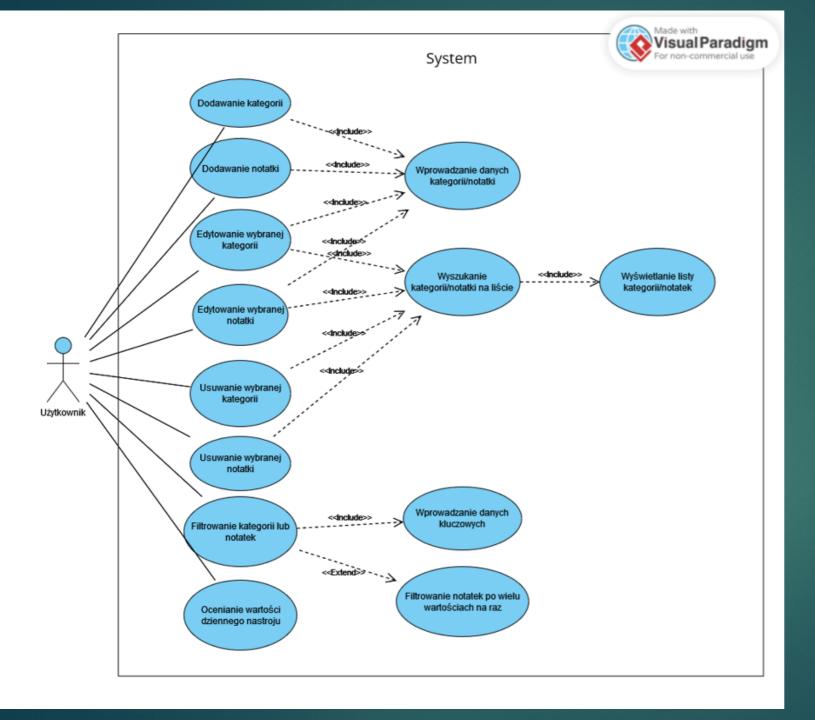
## Specific assumptions of the application

- Easy-to-use, but extensive task management
- Visual control of the task completion status
- Filtering and sorting tasks
- Simple creation, filtering and searching of notes
- Simple mood control





## App use cases – tasks [Polish]



# App use cases – the rest [Polish]

#### Technologies



WPF

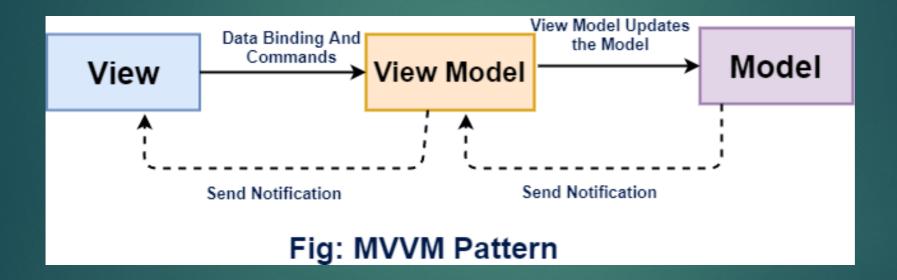


#### Side technologies

- Entity Framework Core
- ► SQLite
- Xaml.Behaviors.WPF library

#### App structure

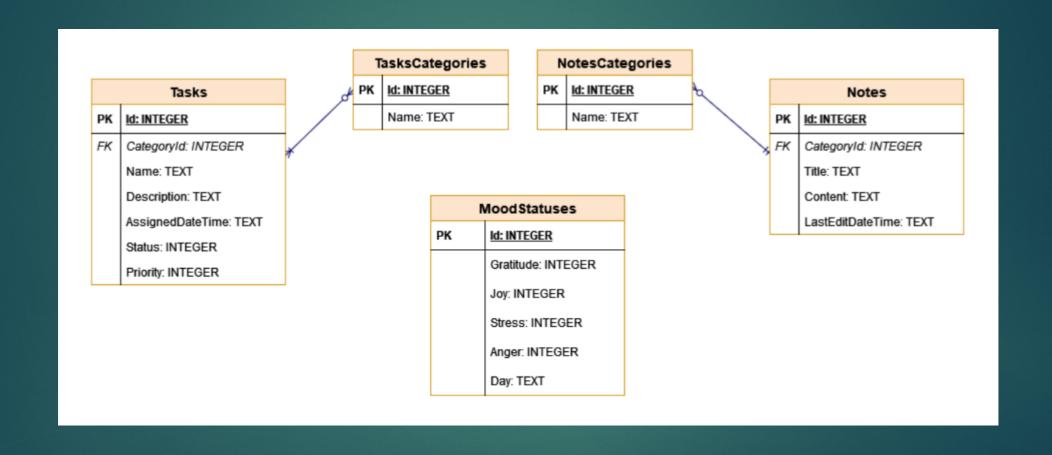
Architectural pattern Model-View-ViewModel (MVVM)



#### Database – code-first approach

```
Odwołania: 26
class AppDbContext : DbContext
    Odwołania: 12
    public DbSet<TaskCategoryModel> TasksCategories { get; set; }
    Odwołania: 6
    public DbSet<TaskModel> Tasks { get; set; }
    Odwołania: 7
    public DbSet<NoteCategoryModel> NotesCategories { get; set; }
    Odwołania: 6
    public DbSet<NoteModel> Notes { get; set; }
    Odwołania: 3
    public DbSet<MoodStatusModel> MoodStatuses { get; set; }
```

#### Database - schema



#### Directions of development

- New views and functionalities (e.g. statistics, focus mode)
- Better interface appearance
- ► Integrations with external APIs

## Thank you for your attention!