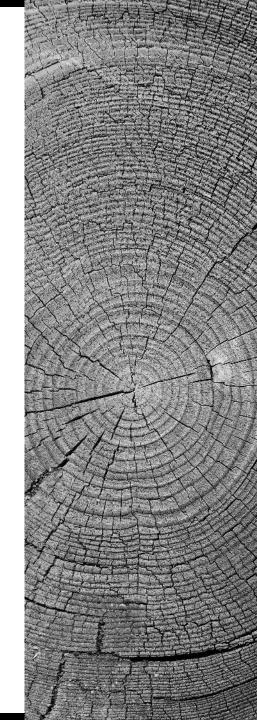
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OBJECT ORIENTED AND FUNCTIONAL PROGRAMMING WITH PYTHON.



DESIGN AND USER-FLOW OF THE APP.

- 1. App runs a loop and only quits when the user quits the program.
- 2. Asks user what they'll like to do, eg. (Add habit, Manage habits, show stats e.t.c).
- 3. Performs the user's preferred action, until user goes back or closes the application.

CODE ENTRY POINT

Main.py and commandline_manager.py

- Code uses python's conventional entry point. (main function).
- Main function accepts a command-line argument that is used to set a custom .db file where the habits would be store. If none is provided, default 'habits.sb' would be used.
- Main calls a command-line manager class.
- Command-line manager class has start method, that uses a while-loop that only exits based on the user's input or a forced ctrl-c.
- Command-line manager also interacts with other classes, such as the HabitTracker and Analytics classes, it only accepts the user's command-line input, processes them and calls the required method(s) of this classes.
- **Imports**: colorama (for styling), simple_term_menu (for terminal menu), Analytics class, HabitTracker class.

```
🆆 tracker.py 🗡 🦂 main.py 🗴 🤌 habit.py 🗴 🍦 date_mod.py 🗴 🍦 helpers.py 🗴 🕠 .gitignore 🗴 🦂 analytics.py 🗴 🙋 commandline_manager.py
     import getopi
     import sys
     from lib.commandline_manager.commandline_manager import CommandlineManager
     def main(argv)
        db file = './habits.db'
           opts, args = getopt.getopt(argv, "d", ["database="])
        except getopt.GetoptError
            print('usage: main.py -d <db-file-path>')
        for opt, arg in opts
               db_file = args[0]
              db_file = arg
        command_line_manager.start()
    if __name__ == "__main__":
        main(sys.argv[1:])
```

HABIT MODEL

habits.py

- Contains a habit class/model.
- Habit class is a physical model for a habit, it creates a class using the instance parameters.
- Handles data evaluation (e.g: Streaks calculation and modification).
- Also contains static methods that transforms a database response to a list of habits and vice versa.
- All through the app, habits are interacted with using this class. This class serves a convenience, instead of interacting with the raw data retrieved from the sqlite database.

```
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   class Habit:
       def __init__(self, name, description, periodicity, streak_in_days=None,
                     streak_in_weeks=None, start_date=None, current_streak_date=None, longest_streak_in_days=None,
           :param
           :param description
           :param longest streak in days:
            :param current_streak_date:
           self.habit_id = habit_id
           self.streak_in_days = streak_in_days or 0
           self.streak_in_weeks = streak_in_weeks or 0
           self.longest_streak_in_days = longest_streak_in_days or 0
           self.name = name
           self.description = description
           self.periodicity = periodicity.lower()
           self.periodicity_duration = self.__periodicity_to_days()
           self.start_date = start_date or datetime.now().strftime('%Y-%m-%d %H:%M:%S')
```

DATABASE, TRACKER AND ANALYTICS CLASSES

database.py, tracker.py and analytics.py

- Database: This class manages the creation of the apps database table.
 - Implements insertion, update and deletion methods.
 - Exposes a database cursor.
 - Imports: sqlite3.
- **Tracker:** This class implements methods that performs the core functionality of the app.
 - Implements methods such as add habit, delete habit e.t.c.
 - Creates a human readable table using pandas and PrettyTable
 - Loads sample data upon app initialization.
 - Prints user's habits to terminal.
 - Imports: colorama, pandas, prettytable, Database class and Habit class.
- Analytics: This class performs simple analytics on the user's habits data.
 - Retrieves the longest and current longest streak.
 - Retrieves habits with same periodicity.

```
🦆 tracker.py 🗴 🥀 main.py 🗴 🍖 habit.py 🗴 🥀 date_mod.py 🗴 🍖 helpers.py 🗴 💠 .gitignore 🗴 🦣 analytics.py 🗴 🍖 commandline_manager.py 🗴 🥀 database.py
       class HabitTracker<mark>:</mark>    Cmion, 04/11/2022, 16:02 • chore: setup database class and habits class
               self.database = Database(db path)
               self.dataframe = pandas.DataFrame(self.habits, columns=['Id', 'Name', 'Description', 'Periodicity'
                                                                           'Start date', 'Current streak date', 'Streak (days)',
                                                                           'Streak (weeks)', 'Longest streak (days)'])
               self.dataframe.sort_values('Streak (days)', inplace=True, ascending=True)
               columns = self.database.select_all()
```

HELPER FUNCTIONS

date_mod.py and helpers.py

- Data_mod.py: This file contains functions that handles data subtraction and addition.
- Helper.py: Contains a simple habit sample function.

```
🍦 tracker.py 🗴 🧁 main.py 🗴 🥐 habit.py 🗴 👘 🙀 date_mod.py 🗴 🧓 helpers.py 🗴 💠 .gitignore 🗴 🙌 analytics.py 🗴 🙌 commandline_manager.py 🗴 🤻 database.py
      def subtract_date(date=datetime.now(), days=0, seconds=0, microseconds=0, milliseconds=0, minutes=0,
                        hours=0, weeks=0): You, A minute ago • Uncommitted changes
      def add_date(date=datetime.now(), days=0, seconds=0, microseconds=0, milliseconds=0, minutes=0,
                   hours=0, weeks=0):
           :param seconds: The number of seconds to subtract.
```

ADDING HABITS

- This process follows the interactive design used in the app.
 - 1. What is the name of the habit you want to add?.
 - 2. Please enter the description for (name-of-habit).
 - 3. Choose your habit periodicity (Here the user can either press keys such as: w for weekly, d for daily and c for cancel. They can also use the up and down arrows to navigate through the options and press Enter to choose a preferred periodicity.

Finally, the user is greeted with a message, if the action was successful.

Note: If a user enters whitespace characters, the app would prompt them again to enter either (the name or description).



MANAGING HABITS

Checking off

User is presented with a multi-selection menu of habits to pick which habit(s) they'll like to check-off.

- User cannot check-off an habit twice within it's periodicity.
- When performing habit check-off, the streaks are recalculated, and if a user failed to mark an habit as complete within it's periodicity, the current streak is set to 0, and the longest streak is set, if the most current streak is greater than the last recorded.

```
What would you like to do?

» Manage habits (delete or check-off)

Do you want to delete or check off habits?

» Check-off

Which habit(s) do you want to check-off? (Select one or more to check)

> [] #1 Workout (weekly)

[] #2 Eat healthy (daily)

[] #3 Sleep well (daily)

[] #4 Family (daily)

[] #5 Reading (weekly)

Press <space>, <tab> for multi-selection and <enter> to select and accept
```

Deleting

User is presented with a multi-selection menu of habits to pick which habit(s) they'll like to delete.

After user picks, they're prompted to confirm whether they want to delete the selected habits or go back.

```
Terminal: RunMarkdown × + x²

(venv) cmion:oofpp-habit-project/ (main*) $ python3 main.py -d ddab.db

What would you like to do?

» Manage habits (delete or check-off)

Do you want to delete or check off habits?

» Delete

Which habit(s) do you want to delete? (Select one or more to check)

[*] #1 Workout (weekly)

> [*] #2 Eat healthy (daily)

[] #3 Sleep well (daily)

[] #4 Family (daily)

[] #5 Reading (weekly)

Press <space>, <tab> for multi-selection and <enter> to select and accept
```

TESTING (WITH PYTEST)

- The type of testing implemented is a unit test.
- Only two modules were tested, the habits model/class, and the helper functions.
- Reason for not testing other modules: Other untested modules
 requires the usage and connection to the SQL database. Testing
 these modules would require an integration test or an e2e (End to
 End) testing. Another alternative would be a mock of the database
 objects. Mocking is currently not implemented in this project.

```
🍦 tracker,py 🗴 🔥 test_habit.py 🗴 🤌 habit.py 🗴 🍖 habit.py × 💸 date_mod.py × 🧽 helpers.py × 🚸 .gitignore × 💠 analytics.py × 🍖 commandline_manager.py × 🖫 README.m
      from datetime import datetime
      from lib.habit.habit import Habit
      from lib.helpers.date_mod import subtract_date
      def test_habit_initialization():
          weekly_habit = Habit(habit_id=1, name='Workout', description='Hit the gym twice a week', periodicity='weekly',
                                streak_in_weeks=45, streak_in_days=45 * 7,
                                start_date=(datetime(1980, 1, 1, 12, 11, 45).strftime('%Y-%m-%d %H:%M:%S')),
                                current_streak_date=datetime(2022, 1, 1, 12, 11, 45).strftime('%Y-%m-%d %H:%M:%S'),
                                longest_streak_in_days=45 * 8,
          assert weekly_habit.habit_id == 1
          assert weekly_habit.periodicity == 'weekly'
          assert weekly_habit.periodicity_duration == 7
          assert weekly_habit.current_streak_date == '2022-01-01 12:11:45'
          assert weekly_habit.streak_in_days == 315
          assert weekly_habit.streak_in_weeks == 45
          weekly_habit.evaluate_streak()
          assert weekly_habit.streak_in_days == 0
          assert weekly_habit.streak_in_weeks == 0
      def test_habit_streak_calculation():
          daily_habit = Habit(habit_id=1, name='Spend time reading', description='Stop at Frankenstein\'s house to study
```

CHANGES BETWEEN PHASE 1 & 2

- 1. Adding of console styling with (colorama).
- 2. Usage of terminal menu with (simple_term_menu).
- 3. Introduction of a command line manager to help interface the user with the business logic.