Final Project Documentation

CURSES-MENU

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Overview

Curses Menu is a menu-based GUI system for the terminal, coded in Python and uses curses. This system is perfect for those who need to use A GUI but don't want to deal with the learning curve of a fully constructed GUI framework. Ideally, it's great for quick changing of menus and is extensible to a large variety of uses.

Github Repository

https://github.com/Cpizarro91/curses-menu/tree/dev

Installation

- Go to the link Provided and click on clone/download
- You will need to have an accepted version of Python and pip installed on your computer prior to download/installation
- Within the README file there will be proper instructions for installing the menu.

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Description

In this particular issue, the creator had called for the mapping of user inputs using a dictionary. It was noted that this were to be an enhancement to what is additionally there. No extra details or descriptions were given beyond the title of the issue itself.

Procedure

Due to the lack of description of the issue at hand my guess was as good as anyone else as to what the desired outcome were to be. I had spent a great deal of time looking up various concepts of mapping inputs for a menu using dictionary functions. I had come across a basic solution of simply creating a menu that holds the menu items that you are creating, searches for items for, and deletes items assuming they exist in the dictionary.

Running the Code

The code can be found in the cursesmenu folder of the project linked above, making sure that you

are in the dev branch. There you will find a .py file titled *"mappingInputs.py"* and that is where the code for my issue will be located.

Tests

The tests for the issue will be located in the feature folder located in the cursesmenu folder. In the steps folder is where you will find the corresponding .py file.

Troubleshooting

I did run into problems when setting this code up. For starters, I did not know where to begin due to the lack of description and proper explanation for what the creator wants. This is important when trying to create something for a project that is not your own. I had made an attempt to contact the creator but I received no response. We had settled on this project about only a little over a month ago which may seem like plenty of time but with all the other work surrounding, it did not give me much time to handle what I needed to. I have spent the past week putting in countless hours towards this project so I would not let my team down. It may seem like a last minute approach but there were also other classes that I was trying to reach satisfactory standings in with assignments during their own deadlines. I can say I have not tried so hard before to get something done and unfortunately what is submitted does not reflect that. I would like to say part of that has to do with the lack of understanding with what was requested. Even after speaking with you about a hypothetical approach, I still felt at a loss once I sat down. Therefor I had no path that I could immediately go down to even begin.