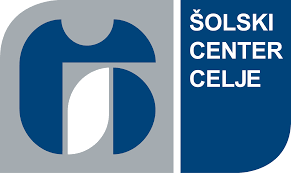
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| Reminder app |
| report |

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Male Dole, 27.9.2022

# Abstract

This report focuses on the creation of a reminder app in Windows Forms. In the introduction I gave my reason why I wanted to create a reminder app and a short explanation on what Windows Forms is. Then in the body of the report I described the process of making my program and explaining what each button does. In the end I wrote my personal experience using Windows Forms and some ideas on how to improve the program.

# Introduction

In our daily lives we have many things that we need to take care of that may be work related, school related or just things that we need to do at home. When the tasks we need to do in a day pile up, it is easy for us to forget less important tasks. We can solve this problem by writing the tasks down on a piece of paper or use our smartphones that now a days already have a reminder application.

Because I also use a reminder app on my phone, I have decided that I will make my own reminder app in Windows Forms. Windows Forms is a UI framework for building Windows desktop applications. The process of making my application and the completion are presented in the following chapters.

# Reminder app

The creation of a program is a lengthy process and can get complicated based on the type of program. I had no prior experience programing in Windows Forms so learning how to program was not as easy. I had to watch many videos on how programing works in Windows Forms. After extensive research, I had to decide what features, I want my program to have and how I want it to look. When I was confident, I gathered the necessary knowledge and happy about the design of the program I had started the process of programming my program. I opened Visual Studio and created a new Windows Forms project.

The first thing I had to do was drag and place a list box in my program where the user could see his reminders. Then I made a new text file on my computer where all the reminders that the user enters can be saved. Then I had to add a text box where the user would type the reminder, a date time picker that is used for the selection of date that the reminder needs to be completed by and a button that adds the reminder to the list box. Besides the button that adds reminders to the list I needed a button that removes a selected reminder and a button that clears all reminders from the list. I also added a label that displays the selected reminder to make it easier to read. When all the elements were placed as seen in the picture, I began the process of coding the code.

Graphical user interface, application

Opis je samodejno ustvarjen

Picture : Main menu

First of I had to code the add reminder button in a way that when the user clicks the button it makes the date time picker and the confirm button visible this also makes the text box and the add button invisible to the user. I also made sure that the button would not do anything if the text box were empty. With the date time picker and confirm button visible. The user can add the reminder to the list. The confirm button is coded in way that when it is clicked it takes the text from the text box and the text from the date time picker and joins them together and adds them to the list. The confirm button also clears the text box and focuses back to the text box. The button makes the elements that were made invisible back visible when it is clicked. All the reminders from the list are also saved to a text file with the confirm button. Now that the reminder is added to the list the user can click on it so they can remove it or to read it easier because every clicked reminder is displayed with a label.

Graphical user interface, application, Word

Opis je samodejno ustvarjenGraphical user interface, text, application

Opis je samodejno ustvarjen

Picture : Date selection for reminder. Picture : Added reminder in list box

Now that a user can add a reminder, I had to code the remove button and the clear button so they can remove the reminders.

I first had to start with the code for the remove button. The user first needs to select a reminder from the list that they want to remove and click the button. When the button has been clicked it clears the label that displays the selected reminder and updates the text file where the reminders are saved. This method of removing is efficient only when the user wants to remove a specific reminder but not when they have many reminders and want to remove every single one. To fix this problem, I had to add a button to clear all reminders. When the user clicks the button, it becomes invisible, and it makes other elements visible. The elements that have become visible is a label that contains instructions, a text box and a confirm button that confirms the removal or all reminders in the list. The instructions tell the user what they need to type in the text box to make the confirm button work. The text box is not case sensitive, so the user just needs to type the word: “clear”. This is a safety feature so the user would not accidentally delete all his reminders. With the click on the confirm button all the reminders had been removed from the list and the text file where they are saved.

With the completion of the code for the program, all I had to do was make some final adjustments to the design of the program and it was completed.

# Conclusion

The programming of the reminder app was a fun experience. I had never used Windows Forms, so the programing was a bit difficult but with the creation of the reminder app, I gained the basic knowledge of using Windows Forms. Even though I am quite happy with my program I could still make some major improvements. One of the improvements would be that the app alerts you if you have not yet completed a task, however I still lack the knowledge to code this feature.

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# Glossary

Code (noun) – the set of instructions, or a system of rules, written in a particular programming language

Displayed – shown on a computer screen or other device

File – a container in a computer system for storing information

Framework – a tool that provides ready-made components or solutions that are customized to speed up development

UI (abbreviation) – is the point of human-computer interaction and communication in a device