Conditions [preview window icons]

* None (can not be an associated rule, can not be inverted) [-]
* More than / less than / exactly X alarms on that day [># <# =#]
* Before / past a specific day [(day of the month with green bg, day with red bg]
* On a specific day(s) of the week (Monday, Tuesday, etc.) [MTuWThFSaSu]
* On a specific day(s) of the month (15th, 20th, etc.) [day of the month with gray bg]
* On a specific day of the year [dd/mm]
* On a specific holiday(s) (add option for common paid work holidays) [🎄]

Examples: (trash can), (nothing), =0 -, 🎄💤, 5/12 , 16th & Th ✔, 20th | !F ✔

Side Effects

* None (can have None as condition) [-]
* Suppress [💤]
* Auto-delete (can have None as condition) [trash can icon]
* Deactivate [X icon]
* Reactivate [checkmark icon]

Features

* Activate alarm on specific day
* Create one-time alarm that auto-deletes
* Use custom sounds
* AND / NOT capabilities for rules (OR is already implemented inherently)
* Custom paid / unpaid holidays list

Alarm Manager Class

* List<AlarmRow>
* At the start of every minute, it should check every alarm

Alarm Row Class

* Changes appearance if active/inactive
* Edit rules button
* Ignore triggers counter display that you can edit directly
* Activation / deactivation slider
* Rules preview window

Alarm Class

* String name (can be an empty string)
* DateTime triggerTime
* List<Rule> rule
* Int ignoreTriggers

Rule Class

* Condition + side effect (No side effect if condition is None)
* Associated rules (AND functionality, must be bi-directional) (associated rules can not have side effects)
* Inverted (NOT functionality)

Other things to keep in mind

* Alarms that go off at the same time should not cause errors
* Watch for integer overflow
* Ignore triggers should only decrement when it alarm is activated
* Make sure dates that do not exist are ignored (leap day / user error)