User Documentation

Uplan

Richard Hartnett, Joe Menzie, Zach Matthews, Steve Lucey

1. How to Use UPlan

What we noticed as we got deeper into this project was that it was much more complex than we anticipated. This resulted in us using most of our time to design and test the actual application portion of our product and not so much the graphical user interface. Because of time constraints we were unable to fully incorporate our application with the gui. It does have some functionality and does give insight into what the future holds for UPlan but much of what we want the application to do can not be done on the GUI yet. Because of this we also designed a text based user interface to show the full functionality of the application.

1.1 Text-Based User Interface:

When you first get into the application it will prompt you to either login or create a profile. If you choose create account, it will ask you for name, email, username, password, bedtime, and wake time. The bedtime and wake time have to be in the format HH:MMam/pm. If everything is entered correctly it will ask you to now log in using the username and password just created. When logged in it will automatically display your schedule for the next two week and for the past week. If you press enter, a menu will come up with 14 options to various things. Display assignments will show the list of assignments you have, same thing for display events. You are able to add events and assignments to your schedule. When adding an event, the section repeated days is when you put in the days of the week you have it if it is a repeating event. If it is not then leave it blank. After you enter all the information for either of these, if you select display assignments or events the new addition will show up. To factor these changes into your schedule you have to select refresh the schedule. What this will do is redo the scheduling algorithm and display your most up to date schedule. You are able to edit assignments and events along with your account. Your are able to delete any of these assignments or events and even the profile. When you are finished using the application you may logout to log in to another account or exit the program.

1.2 Graphical User Interface

When the application first opens you are brought to a login page. Here you can either login or create an account. If you chose to create an account you will be prompted for all your information. If the information is valid and the username does not already exist the account will be created and you will be allow entrance into the application. You will see a calendar where you can view the current week, the next week, or the previous week. You also have the option to view and edit your account information, refresh your schedule, add assignments or events, edit, delete and view the list of assignments/events. The GUI works best when preloaded with events and

assignments. As a suggestion, run make driver before running make gui and login with username: Testaccount and password: UMASS. From here you are able to view all the assignments and events scheduled along with the ability to add a new assignment. After adding a new assignment click refresh schedule and the calendar will be updated with the new assignment factored in when necessary. After adding one assignment the application breaks down and does not work correctly.

2. Bugs

The biggest bug we had throughout the application involved connecting to a web server. We kept getting null pointers when trying to connect to the web server. It worked a couple times but we believe the database was getting malformed and this was resulting in exceptions throughout the application. We believe we set up the web server incorrectly and this was what was causing this issue in the database. The application works fine when running on localhost which leads us to believe the issue is how we connected with the web server.

2.1 Text-Based User Interface

One bug that we were unable to fix was when you delete an event for some reason if it was a repeating event and say we were in the middle of the week and it had already been scheduled for the beginning of the week, it will double up on those days. This does not make much sense to use because anything that has happened in the past is stored in the database and does not have the opportunity to be modified. It also confused us that it was only happening when we were deleting an event. Besides this there are no other bugs that we are aware of in the text-based UI.

2.2 Graphical User Interface

The are multiple bugs in the GUI but most of them are linked to the buttons being sticky. What I mean by this is, say you were to add an assignment to the calendar. This works fine. The problem happens when you try to add an event afterwards. When you do this it actually adds this as an event and an assignment. It shows up on the assignment list and the event list. This has nothing to do with the application it is directly related to the buttons used in the GUI. We believe since we used the same format for both buttons for some reason the second time we use it it blends both of them together and actually makes an assignment and event when only meaning to make one. Another minor bug was when we tried to update the bedtime of the user it actually adjusted the wake time which completely messed up the application. Other than this we believe most of the other big bugs are directly related to the button issue explained above.