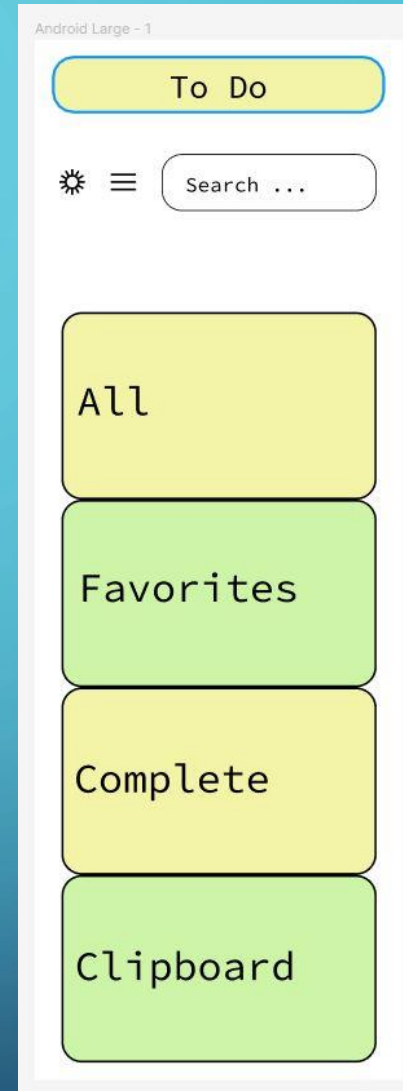# TECH PRO ACADEMY

FINAL PROJECT

DESIGNING A TO-DO APP

INTRODUCTION TO MY PROJECT

My goal was to design a To-Do application that would be applicable to a variety of environments, businesses and for everyday use. The general idea was an application with an easy to use environment, friendly to the end-user and with a minimal user interface.
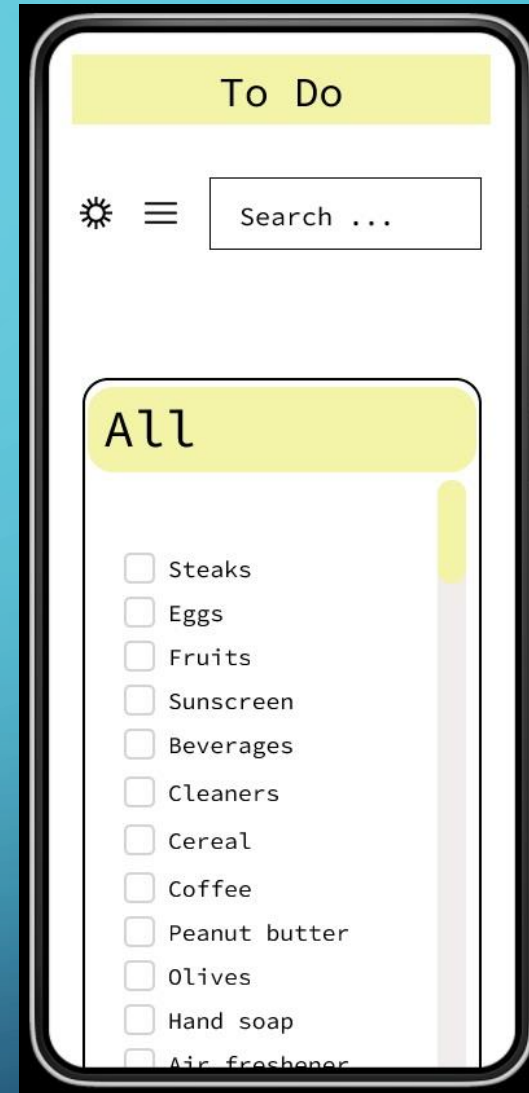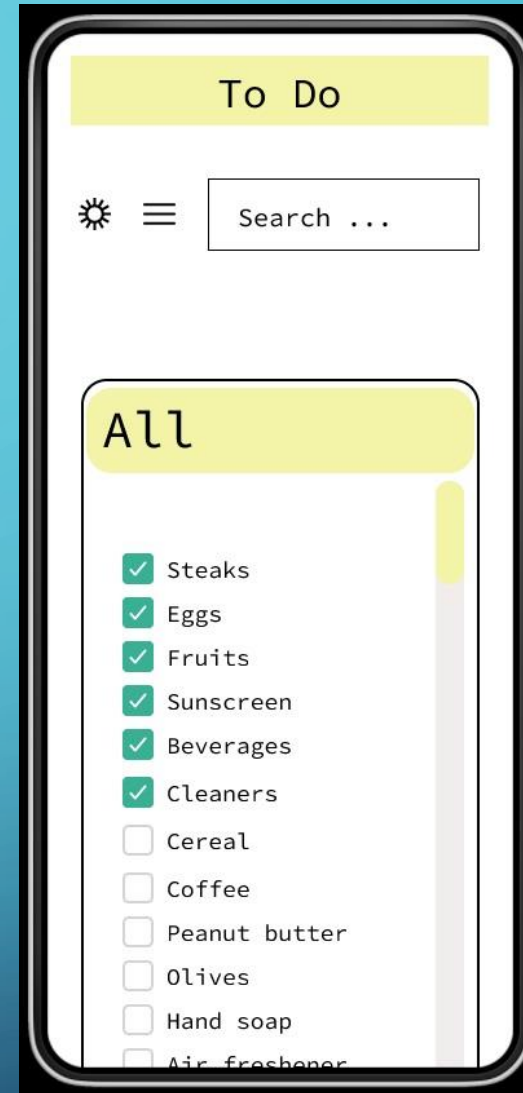
APPLICATION INTERFACE

This is an image of the interface of the application. Here you can see the basic layout of the app. I choose this form based on similar note and to-do apps. It offers some basic functionality and it gives the user access to the general categories of the notes.

The second screen that we see here, is an example of what follows after the user selects a category. It can be seen that the notes are taking the form of a list, with the added functionality of checkboxes in order to help the user with his everyday tasks.
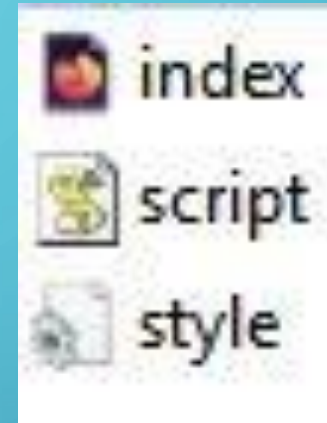
The third screen shows what is actually happening once the user selects a checkbox and interacts with the application interface. If a checkbox is pressed, the box changes color and state indicating its selection from the user. Now, if the user wishes to deselect a box, he can press the button again and the checkbox returns to its original state. This action can be performed as many times as the user wishes.
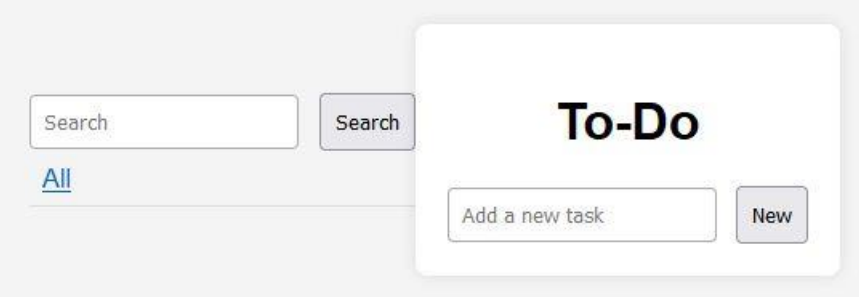
IMPLEMENTATION

For the coding part of this assignment, I used the VS Code tool, a free and open-source code editor. The implementation was based on the technologies we were taught in our classes. For this purpose I created three files, an index.html for the environment, a style.css for styling and a script.js to contain my functions.

THE APPLICATION

This is what the application looks like. This form is more of a draft which gives the basic idea to the end user. Simply putting notes and adding them on a list with a click of a button, the application manages to record notes.

OPERATION

This is the way which the application records notes from the user. The button "New" is used to add a new note to the list. Each time a new note is recorded, a new button appears on the right side of each note, incorporating the task to remove the note from the list.

To-Do

Go to the grocery shop.	Remove
Wash the car.	Remove
Prepare launch.	Remove
Do the dishes.	Remove

Add a new task | New

Simply hovering the cursor above the "Remove" button, the color changes, indicating the imminent task of removal.

CONCLUSION

During the development of this particular project, I tried my best to implement all the things I was taught and to add my personal style to my creations. The learning curve was a bit steep for me personally. This was by far the most challenging task to accomplish and I believe that I have only scratched the surface of this whole project. I am very hopeful that in time my skills will advance even further.

THANK YOU!