Python Programing and Practice

Goal Management Planner Program Development Progress Report

Progress Report : **번호**

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1. Introduction

1) Background

It is very difficult to manage yourself in a rapidly changing world. People write a toe-list or planner to manage themselves. But if they don't achieve what they

have to do, they have to revise their plans, and it's very troublesome to do it. Many people get tired of the process and stop planning. If a program helps revise a plan, it will prevent people from giving up planning.

2) Project goal

It aims to help users achieve their goals more easily by developing planner programs with accumulation, delay, and recording capabilities.

3) Differences from existing programs

Compared to the existing programs, our programs focused on goal management. We focused on the ability to manage goals, such as recording, accumulating, and delaying achievements if not achieved.

2. Functional Requirement

Function 1) Open a Today’s Goal Page

Function 2) Open a Main Goal Page

Function 3) Date-based move to and output a goal list

- When you enter a specific command, go to that list and output the list.

Detail 1) Go to and output today's list (default)

- Enter 'today' or today's date (default: this month) to output a to-do list for today.

Detail 2) Move to and output specific date lists

- Enter a specific date (default: this month) or "tomorrow" or "the day after tomorrow" to output a to-do list for that date.

Detail 3) Move to and output to the weekly list

- Description: Enter "This Week", "Next Week", or "First Week", "Second Week", etc. (default: This month) to output a to-do list for that week.

Detail 4) Move to and output to next

- Enter ' ' (space) to output a to-do list for the next week of the week list

or the next date of the date list.

Function 4) Move and output to goal-based list

Detail 1) Goals search-based moves and outputs

- When you enter a word or sentence, print out the number with the goals containing the word or sentence and follow Detailed function

Detail 2) Move to and output to the higher/sub goal list

- When you enter the goal number, print out a list of sub goals.

- If there is no sub-target of that goal, it creates and outputs a sub-goal list window.

- If there is one sub goal, press enter to output a list of sub goals.

- If you enter 0, it outputs a list of the top goals.

Function 5) input a new goal

- If you enter ‘+’, create a new goal input window.

- Year information is not entered in to-do information.

- It is possible to create overlapping subgoals.

Detail 1) input a new goal (default)

- If you enter '+', by default, create input window at the present window and add the goal in the list.

Detail 2) input a new date-based goal

- If you enter '+' and type the goal with the date, a new goal is added to the gaol list of the date.

Function 6) delete a goal

- If you enter '-' at the desired location of the list, start the Delete Goals window.- - If you enter the goal number, print out a window to confirm deletion of that goal. And delete the goal.

- Enter '-' again to exit(cancel) the goal delete window.

Function 7) Setting

7-1) Higher Goal Settings

7-2) Date, Term Settings

7-3) Repeat Settings

- You can make Repeated settings of various functions.

Detail 1) Select a repetition period

- Set up what to do over and over again every few days and weeks.

Detail 2) Select a repeatition the day of the week

- Set what days of the week you want to repeat what you want to do.

Detail 3) Repeat when you achieve your goals

- Set whether to repeat this again after achieving the goal.

7-4) Goal Management(Important)

- You can quantify goals and record and manage them to achieve them.

Detail 1) Set goal Achievement

- Select 'Set goal Achievement' to set the final achievement of that goal.

Detail 2) Record goal Achievement

- If you select ‘record’ from that goal, you can record the amount of goals achieved today.

Detail 3) Accumulate goal Achievement

- If you record the amount of goals achieved today, it accumulates in the total amount achieved.

Detail 4) Connect and Delay goal Achievement

- Selecting ‘delay’ in that goal delays the targeted amount of linked goals in the future together. This prevents you from having to modify other

goals one by one.

Function 8) Help

- When you enter 'help', print out a window that explain the commands used in this program.

3. Progress

Function 1) Open a Today’s Goal Page

- input : goal dat field, goal content, today’s date, input menu

- output : print today’s goal page, open a page or terminate program according to a input menu

- explanaation

Main.py & open_todays_goal()

1. Read today's goals and contents from the goal data field.

2. Create a page by entering the title, level, and content, and add or update this page to the opened page list in that level.

3. Print the basic menu and the menu on the today’s goal page .

4. Enter the menu and open the page according to the input.

5. When 0 is entered, exit the current page and open a new main goal page.

6. When -1 is inputted, the current page is terminated, the goal data and contents are stored in the csv file respectively, and the program is terminated.

7. Use the exception handling syntax to open a page the goal page corresponding to the number if the input is an integer greater than or equal to 1.

- Apply what I learned: Constant, iteration, infinite loop, conditional, control statements, list utilization, list compression, function, input/output ,int() ,len() function class, method, file input, make file to list, dictionary, module, package import, if __name__ == ‘__main__’:, __init__, respectively.py module, exception handling

- Code ScreenShot

Main.py

```python
from page_py.func_open_page import open_todays_goal, open_main_goal
from goal_py import *

if __name__ == '__main__':

    while True:
        return_value = open_todays_goal()
        if return_value == False:
            write_data_file(goal_data_field)
            write_contents_file(goal_contents_field)
            break
        return_value = open_main_goal()
        if return_value == False:
            write_data_file(goal_data_field)
            write_contents_file(goal_contents_field)
            break
```

open_todays_goal()

```python
from goal_py import goal_data_field
from goal_py.class_date import today
#Goal 클래스는 Edit, Setting Page에서 주로 쓰일 것
from goal_py.class_goal import Goal
from page_py import opened_page_list
from .class_page import Page, EditPage

# 오늘 목표 페이지 열기
def open_todays_goal():
    # 현재 목표의 레벨 : 현재 목표 위의 상위 목표의 개수
    TODAYS_GOAL_LEVEL = 0
    TODAYS_PAGE_TITLE = '오늘 목표'
    while(True):
        # 오늘 목표 읽어오기
        todays_goal_list = [goal for goal in goal_data_field if goal.check_date_in_term(today)]
        todays_goal_contents = [goal.get_goal_content() for goal in todays_goal_list]
        # 페이지 생성 후, 해당 단계의 열려있는 페이지 저장 리스트에 추가 or 갱신
        # 이 아랫부분은 함수 or 메소드화 가능할 것
        goal_page = Page('오늘 목표', TODAYS_GOAL_LEVEL , todays_goal_contents, 1)
        if len(opened_page_list) == 0:
            opened_page_list.append(goal_page)
        else:
            opened_page_list[0] = goal_page
        # 오늘 목표 페이지 출력
        goal_page.print_front()
        goal_page.print_menu()

        # 메뉴 입력, 입력에 따른 페이지 열기
        # continue : '이전으로' 메뉴를 통해 돌아온 경우 페이지 재출력
        # return : 해당 페이지를 종료하고, 다음 실행에 대한 값 반환
        command = input()
        if(command == '+'):
            #open_add_goal()
            continue
        elif(command == '-'):
            #open_delete_goal()
            continue
        elif(command == ''):
            print('세부 내용이 없습니다.')
            continue
        elif(command == '0'):
            return True
        elif(command == '-1'):
            print('프로그램 종료')
            return False
        # 1 이상의 정수를 입력받을 경우 해당 목표 페이지 열기
        try:
            int_command = int(command)
        except:
            continue
        else:
            if 0 < int_command:
                selected_goal = todays_goal_list[int_command - 1]
                open_goal(selected_goal)
                continue
```

Function 2) Open a Main Goal Page

- input : goal data field, goal content field, (goal level), input menu

- output : print main goal page, open a page or terminate program according to a input menu

- explanaation :

Main.py & open_todays_goal()

1. Read main goals and contents from the goal data field.

2. Create a page by entering the title, level, and content, and add or update this page to the opened page list in that level.

3. Print the basic menu and the menu on the main goal page .

4. Enter the menu and open the page according to the input.

5. When 0 is entered, exit the current page and open a new today's goal page.

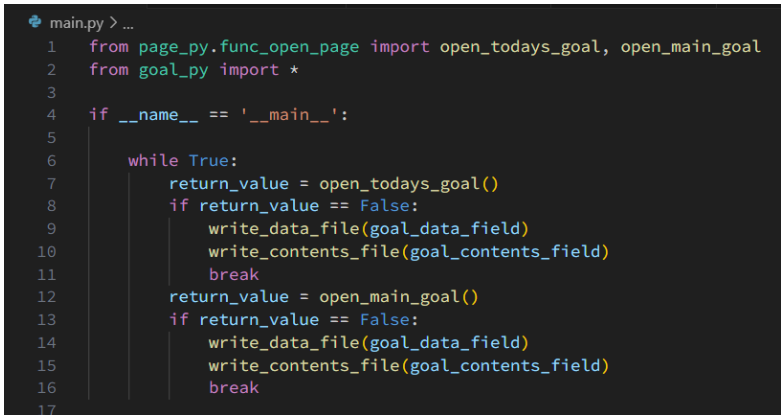
6. When -1 is inputted, the current page is terminated, the goal data and contents are stored in the csv file respectively, and the program is terminated.

7. Use the exception handling syntax to open a page the goal page corresponding to the number if the input is an integer greater than or equal to 1.

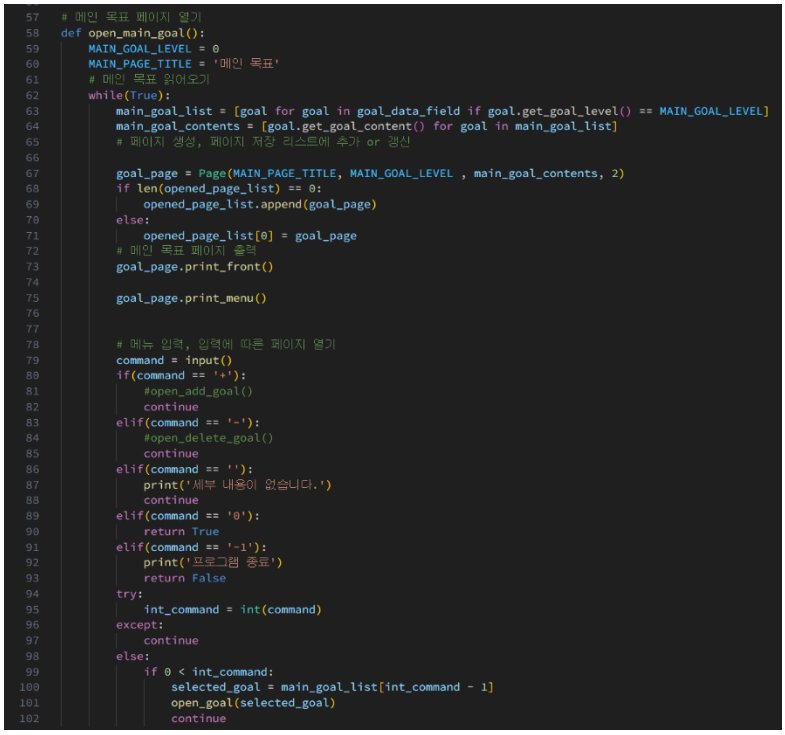
- Apply what I learned: Constant, iteration, infinite loop, conditional, control statements, list utilization, list compression, function, input/output ,int() ,len() function class, method, file input, make file to list, dictionary, module, package import, if __name__ == '__main__':, __init__, respectively.py module, exception handling

- Code ScreenShot

Main.py



Open_main_goal()



```
# 메인 목표 페이지 열기
def open_main_goal():
    MAIN_GOAL_LEVEL = 0
    MAIN_PAGE_TITLE = '메인 목표'
    # 메인 목표 읽어오기
    while(True):
        main_goal_list = [goal for goal in goal_data_field if goal.get_goal_level() == MAIN_GOAL_LEVEL]
        main_goal_contents = [goal.get_goal_content() for goal in main_goal_list]
        # 페이지 생성, 페이지 저장 리스트에 추가 or 갱신

        goal_page = Page(MAIN_PAGE_TITLE, MAIN_GOAL_LEVEL , main_goal_contents, 2)
        if len(opened_page_list) == 0:
            opened_page_list.append(goal_page)
        else:
            opened_page_list[0] = goal_page
        # 메인 목표 페이지 출력
        goal_page.print_front()

        goal_page.print_menu()


        # 메뉴 입력, 입력에 따른 페이지 열기
        command = input()
        if(command == '+'):
            #open_add_goal()
            continue
        elif(command == '-'):
            #open_delete_goal()
            continue
        elif(command == ''):
            print('세부 내용이 없습니다.')
            continue
        elif(command == '0'):
            return True
        elif(command == '-1'):
            print('프로그램 종료')
            return False
        try:
            int_command = int(command)
        except:
            continue
        else:
            if 0 < int_command:
                selected_goal = main_goal_list[int_command - 1]
                open_goal(selected_goal)
                continue
```

Function 4 – 2) Move to and output to the higher/sub goal list

- input : goal data field, goal content field, input menu

- output :

- explanaation

Open_goal(selected_goal)

1. Enter the title, level of the selected goal, and create a sub goal list by using goal number. (The ‘higher goal number’ of a sub goal is the goal number of the selected goal.)

2. Create a page by entering the title, level, and content, sub goal contents list, and add or update this page to the opened page list in that level.

3. Print the basic menu and the sub goal list on the goal page .

4. Enter the menu and open the page according to the input.

5. When 0 is entered, exit opened pages until there is opened a main or today’s goal page again.

6. When -1 is inputted, the current page is terminated, and repeat the function

that opens the previous page.

7. Use the exception handling syntax to open a page the goal page corresponding to the number if the input is an integer greater than or equal to 1.

- Apply what I learned: Constant, iteration, infinite loop, conditional, control statements, list utilization, list compression, function, input/output ,int() ,len() function class, method, file input, make file to list, dictionary, module, package import, __init__, respectively.py module, exception handling

- Code ScreenShot

Open_goal(selected_goal)

```
# 선택한 목표 페이지 열기
def open_goal(selected_goal):
    while(True):
        # 선택한 목표 데이터 중 목표 내용, 레벨, 하위 목표 항목 생성
        goal_content = selected_goal.get_goal_content()
        goal_level = selected_goal.get_goal_level()
        sub_goal_list = [goal for goal in goal_data_field \
                         if goal.get_higher_goal_number() == selected_goal.goal_numeber]
        sub_goal_contents = [goal.get_goal_content() for goal in sub_goal_list]
        # 페이지 생성, 페이지 저장 리스트에 추가 or 갱신
        goal_page = Page(goal_content, goal_level, sub_goal_contents)
        if len(opened_page_list) == goal_level:
            opened_page_list.append(goal_page)
        else:
            opened_page_list[goal_level] = goal_page
        # 선택 목표 페이지 출력
        goal_page.print_front()

        goal_page.print_menu()

        # 메뉴 입력, 입력에 따른 페이지 열기
        command = input()
        if(command == ''):
            print('세부 내용')
            #OpenDetails()
        if(command == '+'):
            print('할일 추가')
            #OpenAddGoal()
        if(command == '-'):
            print('할일 삭제')
            #OpenDeleteGoal()
        if(command == '0'):
            print('메인으로')
            return False
        if(command == '-1'):
            print('이전')
            return True
        try:
            int_command = int(command)
        except:
            continue
        else:
            if 0 < int_command:
                selected_goal = sub_goal_list[int_command - 1]
                return_value = open_goal(selected_goal)
                if return_value == False:
                    return False
                else:
                    continue
```

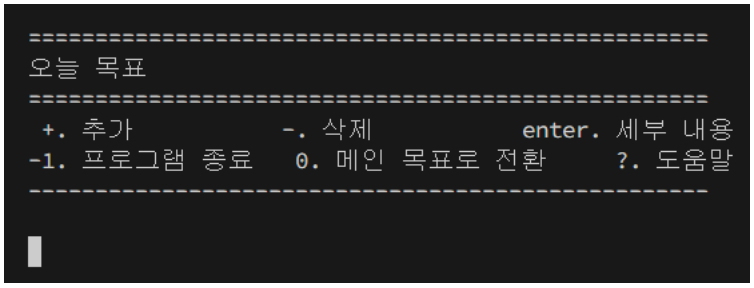
2) Test Result

(1) 테스트한 기능 이름

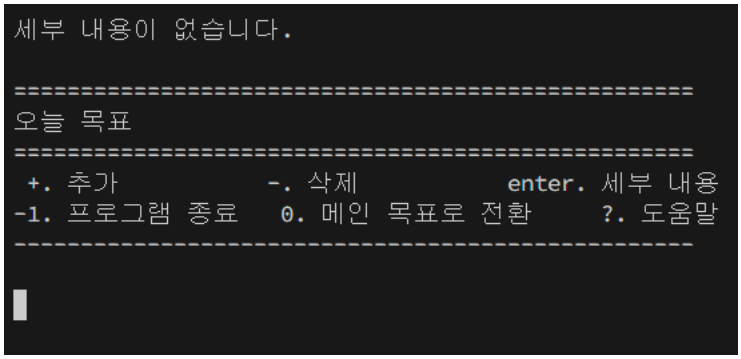
- open page : Verify whether the main goal page operate normally. If I enter ‘enter’, It should print ‘there is no detail content.’. If I enter ‘0’, It will convert to ‘main goal page’. If I enter '-1’, It will terminate the program.

- Test ScreenShot

Open Today’s goal page



When I enter ‘enter’



When I enter ‘0’

```
==================================================
오늘 목표
==================================================
 +. 추가          -. 삭제          enter. 세부 내용
-1. 프로그램 종료   0. 메인 목표로 전환     ?. 도움말
--------------------------------------------------

0

==================================================
메인 목표
==================================================
 +. 추가          -. 삭제          enter. 세부 내용
-1. 프로그램 종료   0. 오늘 목표로 전환     ?. 도움말
--------------------------------------------------

0
[]

==================================================
오늘 목표
==================================================
 +. 추가          -. 삭제          enter. 세부 내용
-1. 프로그램 종료   0. 메인 목표로 전환     ?. 도움말
--------------------------------------------------

```

When I enter '-1'

```
==================================================
오늘 목표
==================================================
 +. 추가          -. 삭제          enter. 세부 내용
-1. 프로그램 종료   0. 메인 목표로 전환     ?. 도움말
--------------------------------------------------

-1
프로그램 종료
PS C:\Users\200244\코딩 파일\VS Code\goal_based_planner>
```

4. Changes in Comparison to the Plan

1) Add Open Page Function

- before

No open page function

- after

Add open page function

- cause

To operate the program, it is necessary to make open page function.

5. Schedule

업무		11/3		11/26	12/4		12/23
제안서 작성		---->					
기능1	세부기능1	complete					
	세부기능2	complete					
기능2	·····		---------->				
기능3	세부기능1			---------->			
	세부기능2			---------->			
	세부기능3			---------->			
	세부기능4			---------->			
기능4	세부기능1			---------->			
	세부기능2			complete			
기능5	세부기능1				---------->		
	세부기능2				---------->		
	세부기능3				---------->		
기능6	세부기능1				---------->		
	세부기능2				---------->		
	세부기능3					---------->	
	세부기능4					---------->	
기능7	세부기능1						---------->
	세부기능2						---------->
기능8							---------->