

Exit
Load saved data
Save entered data
Clear saved data
Clear unsaved data

when clicked

→ Runs `exitProgram()` which creates a prompt to exit the program.

→ Runs `findFileNameFromUser()` which prompts the user to choose a file and then runs `retrieveData()` which acquires the information.

→ Runs `findFileNameFromStore()` which prompts the user to create a file name and then runs `storeDataToFile()` which stores the information.

→ Runs `clear()` which asks the user to select a file and then clears all of the information in that file.

→ Runs `clearArray()` which takes all of the information stored in the course arrays and clears it.

Print all tests and assignments
Print the class with the lowest grade
Ask for the grade of a class
Ask for total GPA
Ask for submissions two on a specific tests
Ask for all classes

→ Prints all of the tests and assignments in the output section using `getAllTracks()`.

→ Uses `getLowestClassGrade()` to get the lowest class grade and then outputs the information in the output section.

→ Uses `getClassGrade()` to get the class to acquire the grade for and then prints the grade of the class in the output section.

→ Uses `getGPAC()` to get the total GPA and then prints the GPA in the output section.

→ Uses `dailyDoes()` to get the data to find submissions for via the input section and prints the submissions found in the output section.

→ Uses `printClasses()` to get a list of all the classes and prints them in the output section.

→ Runs `aboutAuthors()` which shows an alert detailing information about the authors and the project.

About the Authors

File

Output

Options

About

Assignment:

Create Assignment

Change Assignment

Course

Names

Date

Weight

Notes

Grade

Progress

Test:

Create Test

Change Test

Course

Names

Date

Weight

Notes

Grade

Time

Location

Prompted Input:

This text section will change to explain what secondary input is needed.

Secondary Input One:

Secondary Input Two:

Button One

Button Two

Output:

This text section will change based on what output option is selected.

Status Update

→ Changes as actions occur to update the user on the status of the program.

\* The names of these labels and buttons will change as necessary depending on what input they are gathering.