Family List Program:

**Overview:**

Centralized program to store and update lists for birthdays and Christmas

**Essential Features(Work on FIRST):**

* Select user
* Add items to personal list
* Have personal list stored in global database
* Pull all user’s lists from database
* Display user’s lists from database
* User cannot see their own list on master list
* Check off items bought for user
* Update database whenever changes are made to the list

**Additional Features(Add ONLY after all Essential Features are completed):**

* Add links(if any) to items on personal list
* Show/Hide bought items on master list
* Show/Hide not bought items on master list
* Filter master list by price range
* Search for item on master list
* Search for user on master list
* (On bought items) show which user bought the item
* Edit final list updates from Update List window

**Theoretical Features(Add ONLY after all Additional Features are completed):**

* Search online databases and list stores/sellers that potentially hold items

Program Outline:

**Start Page:**

Overview: *“User selects who they are”*

Theoretical widgets needed:

* User selection box(Combobox)
* Confirm button(Button)
* Exit application button(Button)

Theoretical code needed:

* (Confirm button): Finds which user is currently in the user selection box and stores that under a “current\_user” variable
* (Exit application button): Exits application

**Master List Page:**

Overview: *“Main page of the application. Displays all lists, minus the user’s list. Allows user to edit their own list. Allows other users to check off bought items on list.”*

Theoretical widgets needed:

* Master list(Treeview)
* Item bought button(Checkbox)
* Edit personal list(Button)
* Update list(Button)

Theoretical code needed:

* (Master list): Pull list from database. Display list from database.
* (Item bought button): Find which list item this checkbox corresponds to. Store said item into “items\_bought” list. If unchecked, remove said item from “items\_bought” list
* (Edit personal list): Open “Edit Personal List” page
* (Update list): Open “Update List” window

**Personal List Page:**

Overview: *“Allows user to add or remove items from their personal list”*

Theoretical widgets needed:

* Current personal list(Treeview)
* Add item(Button)
* Select item(Checkbox)
* Remove selected items(Button)
* Cancel(Button)
* Update personal list(Button)

**Update List Window:**

Overview: *“Alerts the user of the updates they are about to make and asks them to confirm.”*

Theoretical widgets needed:

* Update message(Label)
* Confirm button(Button)
* Cancel button(Button)

Theoretical code needed:

* (Update message): Checks if the “items\_bought” list is longer than 0. If not, alerts the user and greys out the Confirm button. If so, loops through the list and prints “You bought *item\_name* for *user\_name*”. After the loop is finished, prints “Is this correct?”
* (Confirm button): Updates the database with the items bought
* (Cancel button): Deletes the window