ArrayList/
TasksList<Task>

\# priority: String

\+ add(Task): void

\+ remove(Task): void

\+ get(int): Task

\+ indexOf(Task): int

\+ removeAt(int): Task

Task

\+ saveTask(): FileWriter

\+ incrPercentCom(double):void

\+ isInProgress(): boolean

\+ convertReward(): Reward

\+ setDescription (String): void

\+ setPoints (int):void

\+ Task(double,int,String)

\+ Task()

\# percentage: double

\# points: int

\# category: String

\# description: String

\# achievement: Reward

\+ saveTask(): FileWriter

PlannedTasks

\# estimatedstart: Date

\+ setStartDate(Date): void

InProgress

\# estimateddone: Date

\+ setCompletionDate(Date): void

Reward

\+ Reward(int, String)

\# name: String
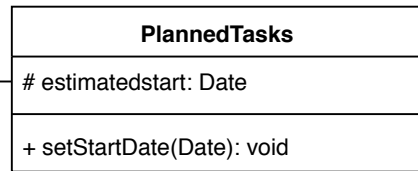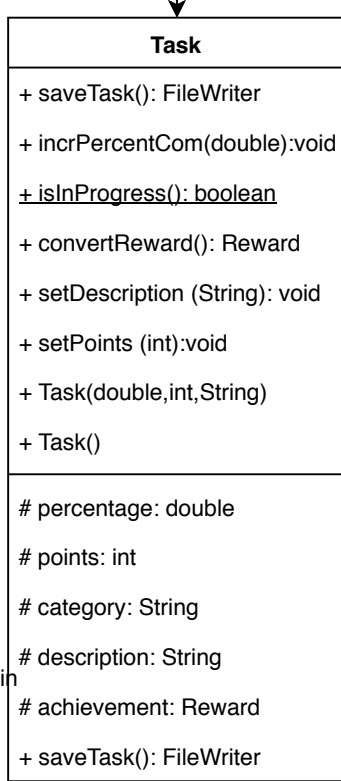
\# description: String

\# pointsrequired: int

Model

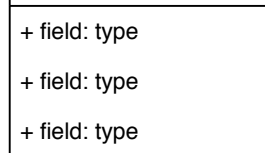The basic programming in Java that will guide the entire application..

Model

Child

\# tasks: TaskList<Tasks>

\# score: int

\+ getScore(): int

\+ addPointsToScore(int): void

\+ addPointsToScore(int): void

Parent

\# taskqueue: TaskList<PlannedTask>

\# tasksprogress: TaskList<InProgress

\+ field: type

\+ approveReward(Task): Reward

\+ messageChild(Task): String

\+ addComment(Task): String

User

\# name: String

\# password: String

\+ User()

\+ User(name)

\+ setName(String): void

\+ setPassword(String): void
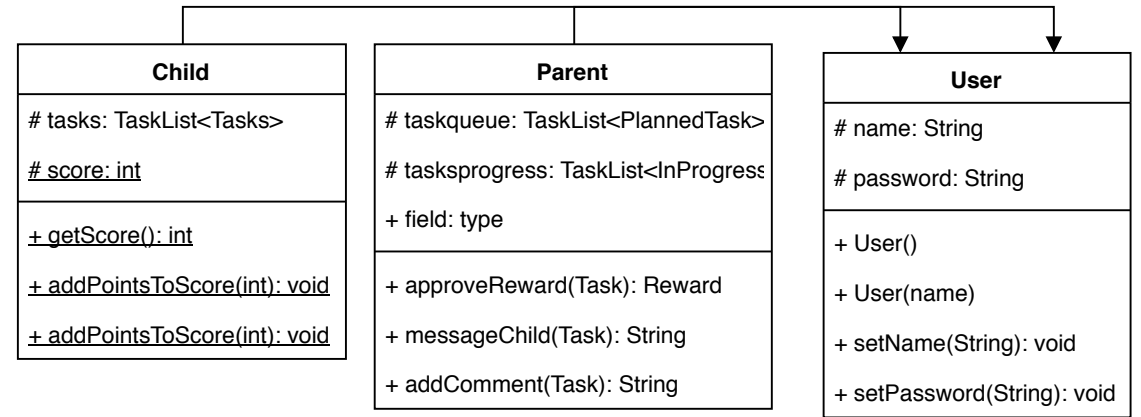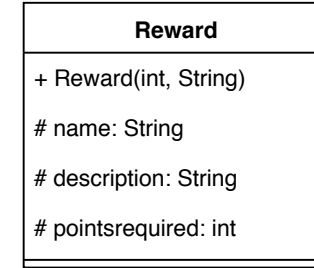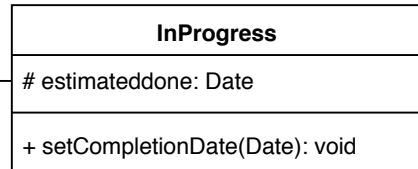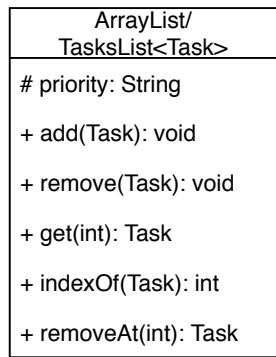
View

View

The view should extend the GUI class that will be used for JFrame or whatever it is.

Control

ScreenController

\+ field: type

\+ field: type

\+ field: type

PopUpController

\+ field: type

\+ field: type

\+ field: type
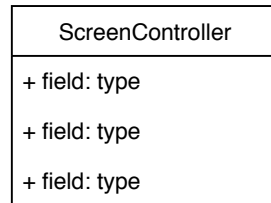
FileHandlingController

\+ field: type

\+ field: type

\+ save(ArrayList): void

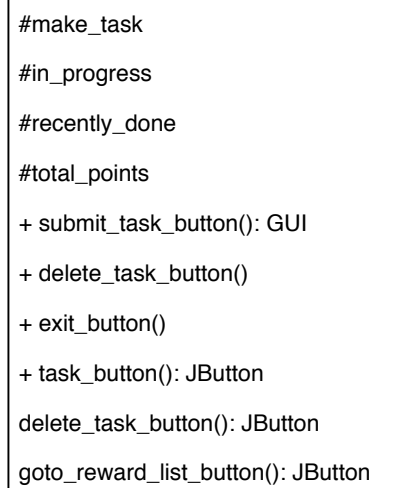### MouseController1

\+ field: type

\+ field: type

\+ field: type
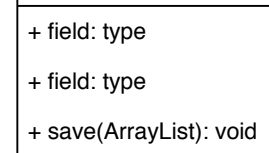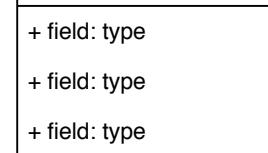
Controller
(optionally)

All the event handling gets recorded here also communication between model

ParentView

\#make_task

\#in_progress

\#recently_done

\#total_points

\+ submit_task_button(): GUI

\+ delete_task_button()

\+ exit_button()

\+ task_button(): JButton

delete_task_button(): JButton

goto_reward_list_button(): JButton

ChildView

\# total_points :

\# task_done_button

\# achievement_button

\- exit_button()

\- confirm_task

\- goto_achivement_screen()

AchievementsView

\#task_history:

\#task_point_displayed()

\#total_point_display()

\+back_to_kids()

\+exit_button()

Menu

\+ field: type

\+ field: type

\+ field: type

RewardList

\#addReward (JButton)

\#rewardCost (jButton)

\#addImage (JButton)

\+reward_button()

\+add_image()

\+exit_button()