Minor Project Synopsis

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1. Mini Project Topic / Title:
Tentative: Cue the Schedule Manager
Finalized (Guide will write):

2. Details of Group Member:

Roll. No.	Class	Division	Name of Student	Mobile Number	Email Id
19BCA41001	BCA	3rd year	Sylvester Correya	7560818658	sylvestercorreya@gmail.com
19BCA41002	BCA	3rd year	Joel Liao Liang Chyang	8073200540	joellc139@gmail.com
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3. Project Overview / Background:

- ➢ **Introduction:** Cue is a desktop application that allows users to create, examine, amend, and delete reminders for various occasions.
- ➢ **Objective:** This project is for us students to gain expertise in software programming and to fulfill our College's Minor Project requirement for our Bachelor's Degree. Cue is a personal piece of software that should not be used for commercial reasons.

- ➢ **Problem Statement (explain what you want to implement in this project in short sentences):** We want customers to keep track of all key events they need to attend so they don't miss them, and they can also interact with the notes by creating and deleting them anytime they want.
- ➢ **Block diagram with explanation:**
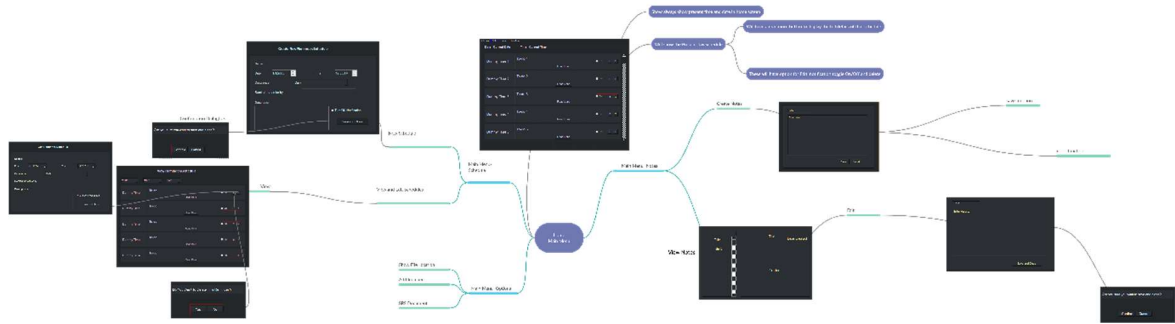
Features in the Software

Schedules

- Enables users to create, view, amend, and delete Schedules, also known as Reminders, to remember them in the future.
- When removing schedules, users are asked to confirm the deletion.
- You may turn the Notification for these schedules/reminders on and off.
- When viewing these schedules, the user may search/filter them depending on the Date/Month/Year input.
- When a user makes or updates a schedule, they have the option to save and shut the window; if they close the window without saving, they are prompted with a pop-up asking if they want to save the Schedule or trash it.
- When the user initially launches the app, the current day's schedule is displayed on the home screen.
- These reminders can be customized to alert users earlier in advance of the scheduled event.

Notes

- Allows users to generate basic notes, with each note consisting of a Name/Heading for the note, followed by the context of the note or description.
- These notes may be seen, updated, and removed using the view option.
- When a user makes or updates a note, they have the choice to save and shut the window; if they close the window without saving, they are prompted with a pop-up asking if they want to save the note or delete it.
- When the user chooses to examine the notes on the view notes page, all of them will be shown on the left, where the user may pick and view each one individually.
- When users delete notes, they are requested to confirm the deletion.

- ➢ **Benefits to the surrounding/society**: It allows the user to create, read, amend, and remove reminders for various occasions. These reminders can send messages to the user in advance to remind them of any upcoming occasion. It also offers tools for users to create, read, edit, and remove notes.

4. Methodology:

- Proposed Techniques or methods to be implemented:
- Project Flowchart:
- Advantages: Small program size, Simple and Fast.
- Limitations: No Cloud Backup.

- Applications:

5. Project requirements:

- System Requirements: Operating System: Windows 7 or above / MacOS/ Linux
- RAM: 2GB
- Disk Space: 1GB
- Facilities required (include software, hardware):
  FRONT END: Python (PyQt5)
  BACK END: Python (sqllite3)
  Database: Sqllite3

6. References:

Python PyQt5 Documentation: https://guiguide.readthedocs.io/en/latest/gui/qt.html
Python Sqllite3 Documentation: https://docs.python.org/3/library/sqlite3.html
Python Functiools Documentation: https://docs.python.org/3/library/functools.html

Signature of Prof. S. J. Pawar (For Patentable Aspects):
{After verification, submit it to Prof. V. P. Patil.}

Signature of Mini Project Co-Ordinator:

Signature of H.O.D.: