TO DO LIST APP

We all have a daily routine. A series of tasks that we are set out to do in order to be productive. With such a goal in mind, it is important to have these series of tasks organized in a particular manner which makes things easily manageable. In order to achieve this, one might need a To-do list app. This app lets users create and organize tasks, track their progress and set reminders. In doing so the user avoids forgetfulness, being overwhelmed, procrastination and certainly prevents them from making mistakes.

In addition, having a to do list not only helps you complete a task, but it provides you with a sense of accomplishment. In the long run, it sets you on the right path to achieving your goals by creating accountability to yourself. This is enough to provide you with a powerful motivation to keep doing things and in a disciplined manner.

UML DIAGRAM – meaning of each of the symbols.

1. Activity diagram

* **Action:**A step in the activity wherein the users or software perform a given task.
* **Decision node:** A conditional branch in the flow that is represented by a diamond. It includes a single input and two or more outputs.
* **Control flows:** Another name for the connectors that show the flow between steps in the diagram.
* **Start node:** Symbolizes the beginning of the activity. The start node is represented by a black circle.
* **End node:** Represents the final step in the activity. The end node is represented by an outlined black circle.

1. Use case diagram

* **Actor** specifies a role played by a user or any other system that interacts with the subject.
* **Use case** is a list of steps, typically defining interactions between an actor and a system, to achieve a goal.
* **Objects**are model elements that represent instances of a class or of classes.
* **Constraint** is an extension mechanism that enables you to refine the semantics of a UML model element.