ACIT4420 Assignment II

1.0 Introduction

The study_reminders package is a lightweight Python designed to serve as a reminder system for students. This report outlines its design architecture, structure, and any implementation challenges met during the project.

2.0 Package design

The package is composed of five primary modules

Name	Description
reminder_generator	Provides a generate() function for the creation of reminders for students.
reminder_logger	Logs reminder messages with timestamps to a file.
reminder_sender	Simulates sending reminders by printing them to the console.
reminder_scheduler	Schedules and runs daily reminders at specified times using the schedule package.
student_manager	Manages student data: load, save, add, remove, list.

The user of this package can interact with these modules either through the main.py script, which comes with a simple interactive command-line interface, or through their own implementation.

2.1 Example code snippets

Example of the menu implementation in main.py:

```
def main menu(student manager: StudentsManager):
while True:
     print("\nMAIN MENU")
     print("1. Manage students")
     print("2. Run scheduler")
     print("3. Run tests")
     print("4. Exit")
     choice = input("Select an option (1-4 or CTRL-C to Exit):")
     if choice == "1":
        student menu(student manager)
     elif choice == "2":
         scheduler_menu(student_manager)
     elif choice == "3":
        run tests()
     elif choice == "4":
         sys.exit(0)
```

Each sub-menu is its own function with a while True loop so the system does not terminate, and the user can keep navigating through the interface.

3.0 Challenges

One of the bigger challenges was managing the python environment through venv. This was the first time working with venv and the goal was not to install any packages globally on this system.

4.0 Environment and tools

• Language: Python

• External packages: schedule, pytz

• **Documentation**: Typst