Tasks and reminders management system

Client	Computer Science and Discrete Structures 1 Teachers		
User	Course monitors and users.		
Functional requirements	RF0: Create tasks and reminders. RF1: Check tasks and reminders. RF2: Modify tasks and reminders. RF3: Delete tasks and reminders. RF4: Priority management RF5: Undo the last user action.		
Context of the problem	A Task and Reminder Management System needs to be developed to help users organize their daily activities, set reminders, and effectively track their pending tasks. The system must be easy to use, accessible from different devices and provide an intuitive and efficient user interface.		
Non-functional requirements	The code must be written in Java, structures seen in class must be used (such as stacks, queues, or hash tables).		

Identifier and name	[RF0-Create tasks and reminders]			
Summary	The system must allow the user to create tasks and reminders with the following data: title, description, deadline, priority, etc. It must be stored in a hash table and must generate a unique identifier.			
Appetizer	Entry name Datatype Condition valid values			
	title	String	It must have at least two characters and be unique.	

	limitDate	Calendar		The date must be later than the current date and no more than 5 years.
	description	Str	ing	Must be at least 10 characters
	priority	ir	nt	non-negative numbers
Result or Postcondition	The reminder or task will be saved in the system			
Departures	Output name		Datatype	Format
	created		String	"Created"
	notCreated		String	"Could not be created, title already exists"

Identifier and name	[RF1: Check tasks and reminders]			
Summary	The system must be able to show the user their pending tasks and reminders.			
Appetizer	Entry name Datatype Condition valid values			
	id			
Result or Postcondition	The system will	search and display the search result (w or not).	hether it was found	

Departures	Output name	Datatype	Format
	found	String	title + ", priority: " + priority + "" + id+\n" +description + "\ndate: " limitDate
	not found	String	"No reminders or tasks found"

Identifier and name	[RF2: Modify tasks and reminders]					
Summary	The system must allow the user to modify any reminder or task. You can modify each of the aspects except the id (title, description, date, priority) or you can leave them as they were. The user chooses according to the unique identifier of each task or reminder.					
Appetizer	Entry name	Condition valid values				
	id	String				
	newLimitDate	newLimitDate Calendar newTitle String				
	newTitle					
	newDescription	wDescription String				

	newPriority	int		non-negative numbers
Result or Postcondition		The system will re	n	
Departures	Output name		Datatype	Format
	valid		String	"modified"
	inValid		String	"id not found"

Identifier and name	[RF3: Delete tasks and reminders]				
Summary	The system must allow the user to delete tasks or reminders. If it is a priority task, the highest priority must be eliminated; if it is not a priority task, the oldest task (the one that entered first) is eliminated.				
Appetizer	Entry name Datatype Condition values			Condition valid values	
	option	int		1 if the task is a priority task, 2 if it is not a priority task	
Result or Postcondition	Delete the task or reminder given the identifier				
Departures	Outp	ut name	Datatype	Format	

eliminated	String	"Successfully removed"
notEliminated	String	"Could not delete, the id does not exist"

Identifier and name	[RF4: Priority management]			
Summary	The system must manage a priority system, the highest priority tasks will always be carried out before the lowest priority ones in all cases. If the task has the same priority as another or the priority is null, then the one that was created before in the task queue will be performed first.			
Appetizer	Entry name	ne Datatype Condition values		
Result or Postcondition	The system is responsible for managing priorities when adding or modifying a task.			
Departures	Output name Datatype			Format

Identifier and name		[RF5: undo the last user action.]			
Summary		The system must allow the user to return their last action, such as adding, deleting or modifying a task.			
Appetizer	Entry name Datatype Condition valid values				
Result or Postcondition	The	The system will return to the previous system state.			
Departures	Outp	Output name Datatype			