

NOTEFY MANUAL

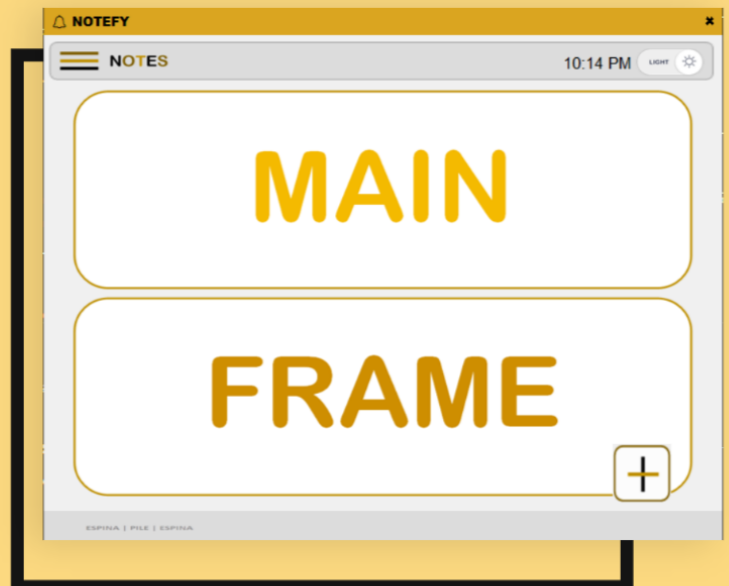
Note em' all down to never miss an event!

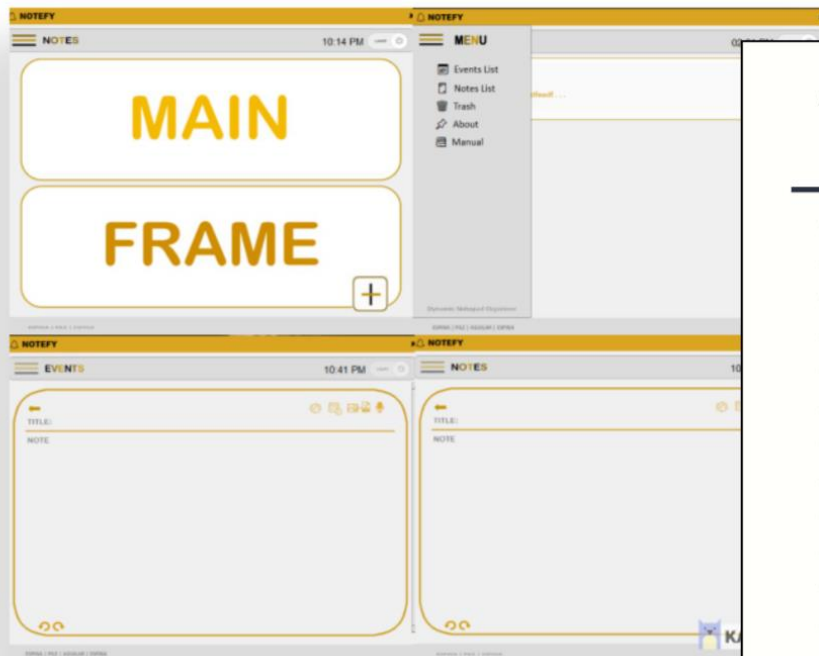


ESPINA | PILE | ESPINA | AGUILAR

ABOUT

NOTEFY is a multifunctional notepad organizer of personal events that offers a variety of features that accommodates the user's wishes. It also promotes time management, productivity, note-taking, and data organization.



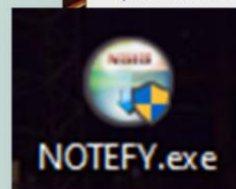
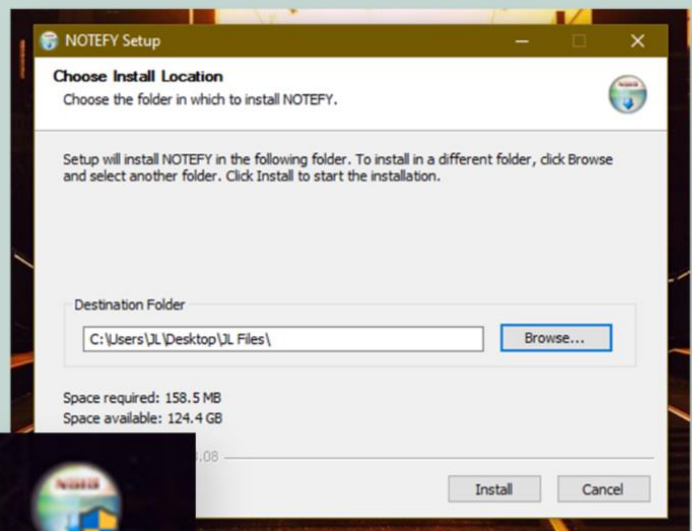


Application Features

- Hamburger Menu
- Events list
- Notes List
- Text Editor
- Speech Recognition
- Date and Time Picker
- Calendar
- Digital Clock
- Image-to-Text Converter
- Trash
- Scroll Bar
- About
- Dark & Light Mode
- Ringtone Picker

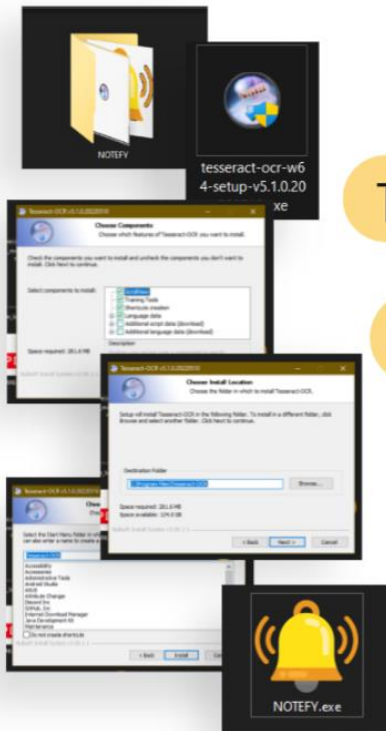
How to install the program?

Open this app and **install** it to you **desired location**.



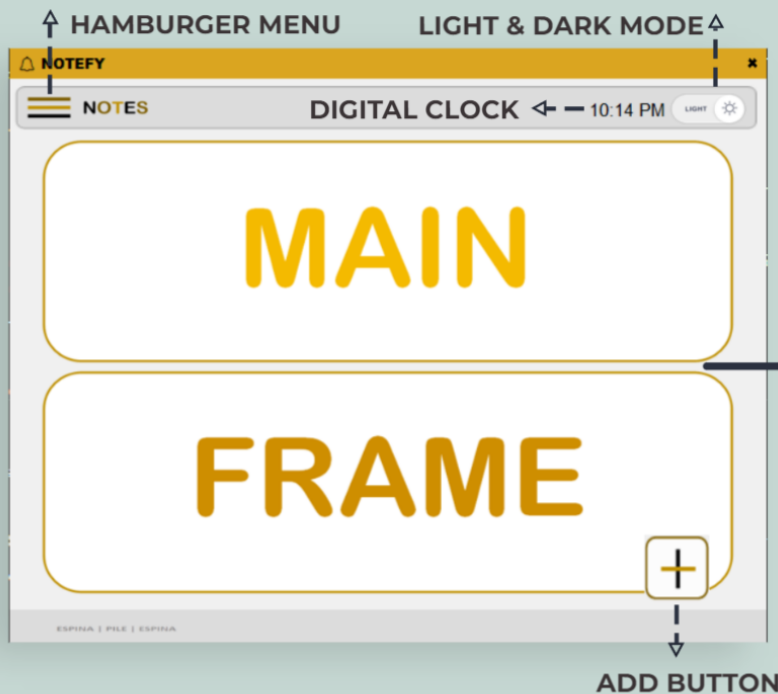
How to install Tesseract?

(for the image-text converter)



- 1 Open this NOTEFY folder that you installed at your desired path and install the tesseract app to your computer
- 2 Once you're in this part of the installation process, just keep the checked options the same.
- 3 Keep in mind, do not change the Destination Folder and Start Menu Folder as the image to text feature would not work. Then install the application.
- 4 Lastly, open this NOTEFY.exe and you're good to go.

Note: You can also create a shortcut to this app or just pin it to your task bar.



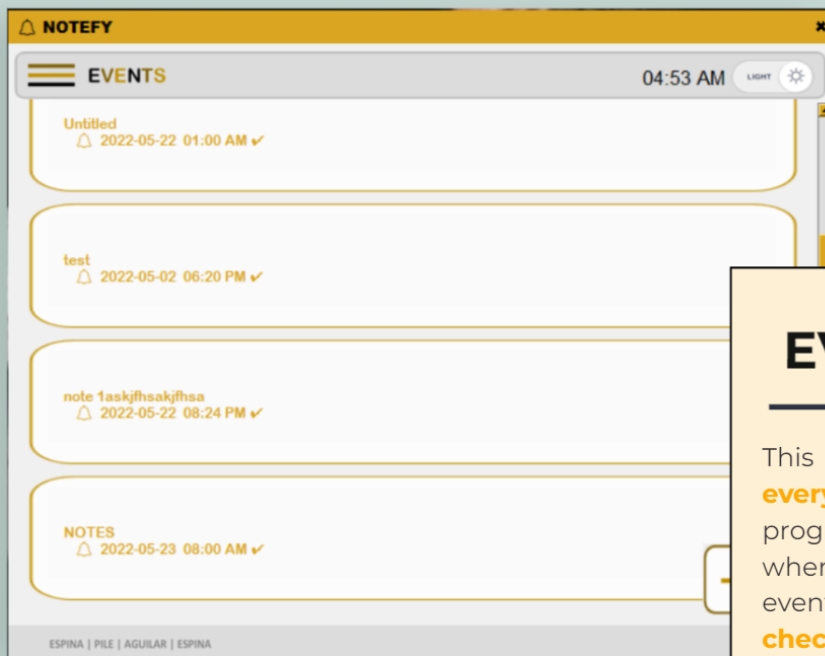
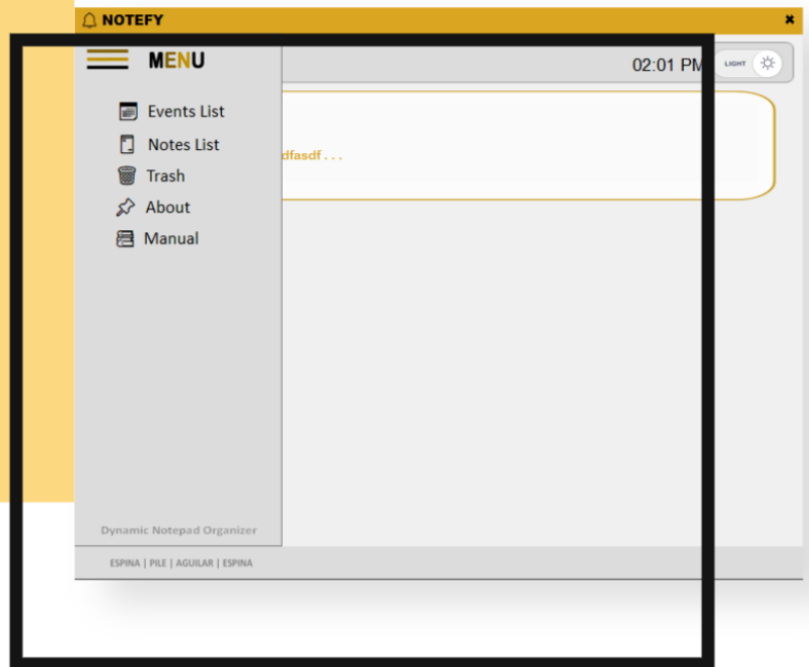
Open NOTEFY

Upon opening the program, the first thing you will see is the **mainframe of the program**, which contains the features like the add notes or events button, light and dark mode button, hamburger menu, and digital clock.



HAMBURGER MENU

On the upper left side of the program, there is a **button with three lines**, which is the **hamburger menu**. When you click this button, a **sidebar will appear on the left** where you can **choose between which pages of the program** you would like to visit, whether it be the notes, events, trash, about, or manual page.



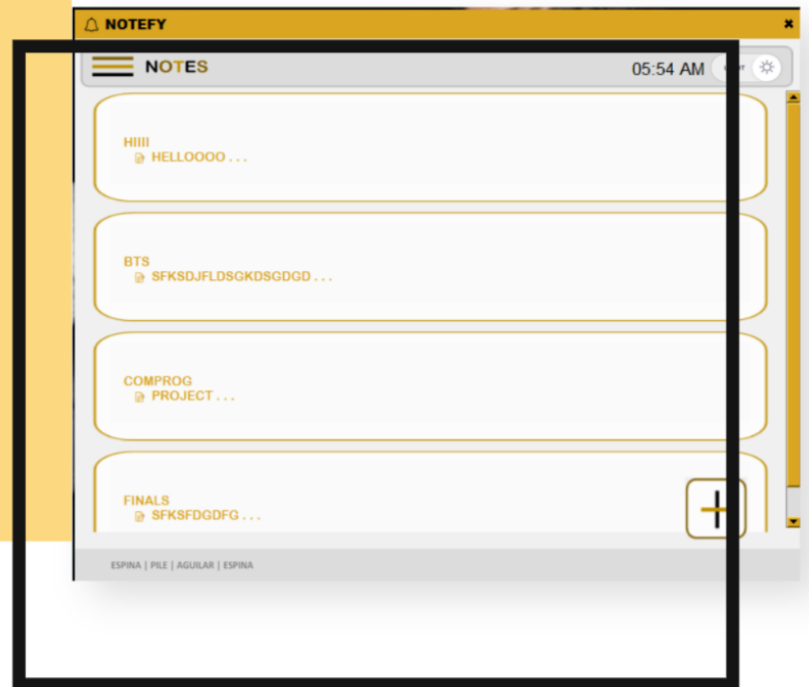
EVENTS LIST

This contains the **list of every event entry** in the program. Furthermore, when the schedule of an event has already passed, a **checkmark indication** will be placed beside the title of the event entry.

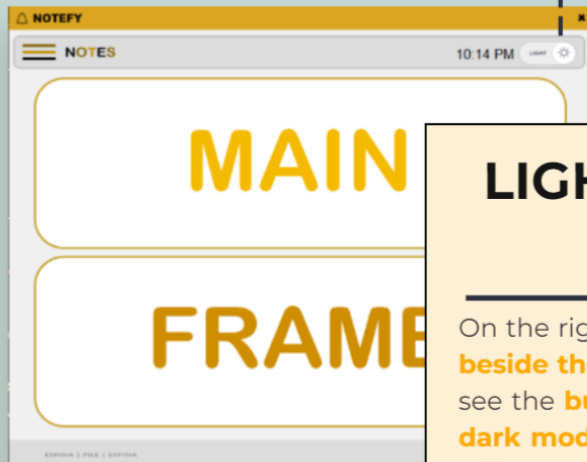


NOTES LIST

This menu is where you can **view all of your notes**, as it includes the lists of note entries, and it is also where the user can **add notes**.



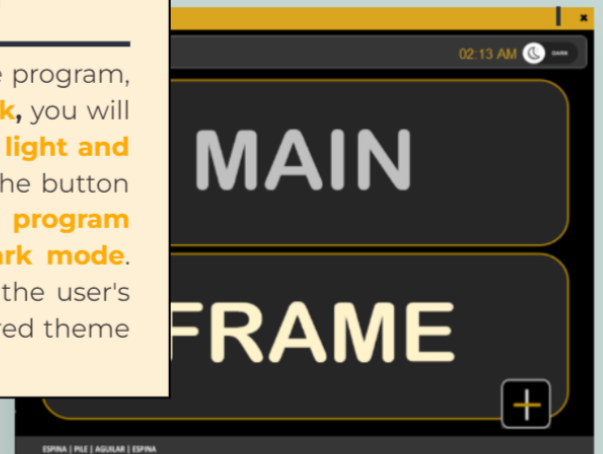
LIGHT MODE

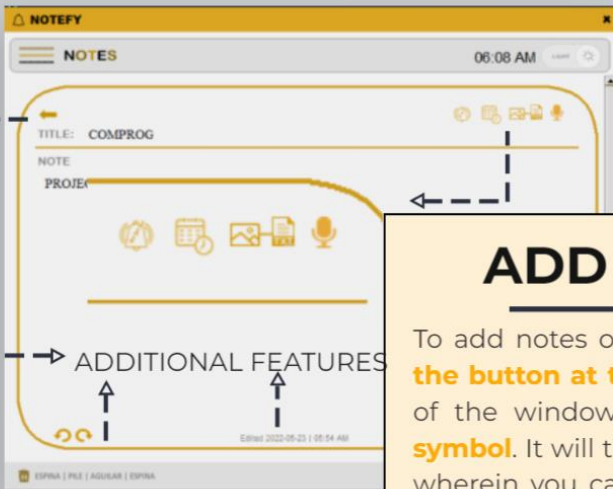


LIGHT & DARK MODE

On the right side of the program, **beside the digital clock**, you will see the **button for the light and dark modes**. Clicking the button will **switch the program between light and dark mode**. This feature addresses the user's preference for the desired theme of the program.

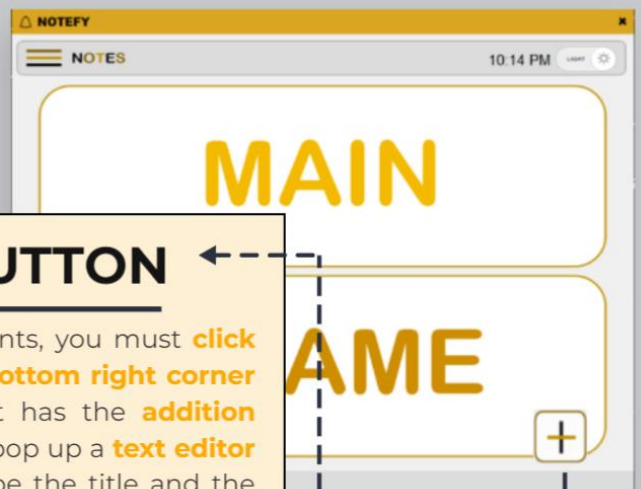
DARK MODE



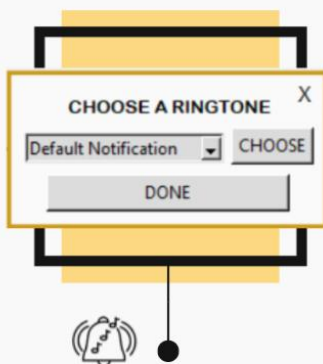


ADD BUTTON

To add notes or events, you must **click the button at the bottom right corner** of the window that has the **addition symbol**. It will then pop up a **text editor** wherein you can type the title and the notes (description) for the note or event. It also displays when the entry was **last updated** at the bottom of the text box. The add button will also show other available features in the note or event entry.



NOTES & EVENTS FEATURES



RINGTONE

This button allows the user to **add their desired ringtone** when setting up the alarm for an event entry. It will direct you to go to the **file manager** for you to choose the sound of your alarm.



DATE & TIME PICKER

When you click this button, it will **show a date and time entry format** where you can input your desired schedule or alarm. Moreover, the date entry also **shows a calendar** when you click the arrow at the far-right corner of the widget.

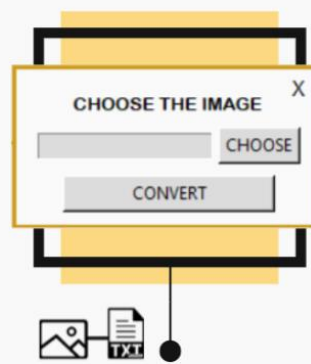


IMAGE-TO-TEXT

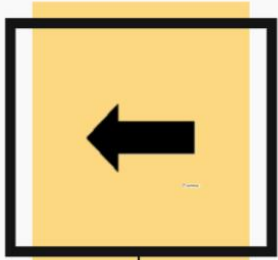
This button allows the user to **convert an image into the format of a text**.



SPEECH RECOGNITION

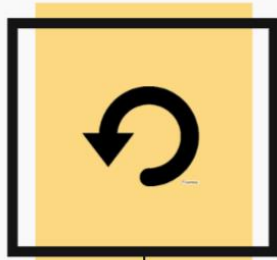
This feature enables the user to **convert spoken words or audio into text** that is then placed in the notes or event text box. Take note that the **internet is needed** for Speech to Text to work.

NOTES & EVENTS FEATURES



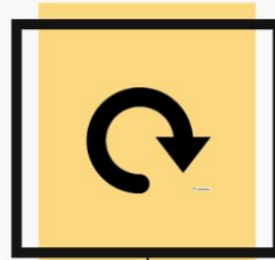
BACK BUTTON

When this button is clicked, it will **redirect the user to the mainframe** of the program and will automatically **save or update** the note or event entry.



UNDO BUTTON

This feature allows the user to **undo their most recent action** and make changes to their entry.



REDO BUTTON

This button enables the user to **redo their latest action** and reformat their input again.

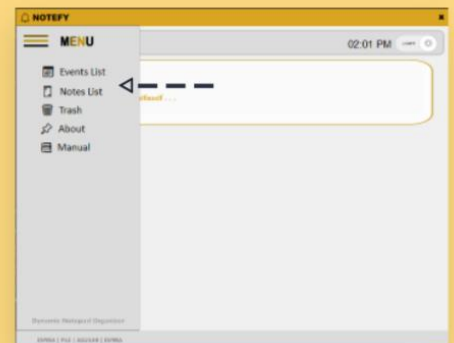


TRASH BUTTON

This feature is located at the bottom left corner of the program. When clicked, it will automatically **remove the chosen note or event entry**, and the program will move that specific entry onto the **trash list**.



Another way to add notes or events, and that is by **assigning the input a schedule**. This means that even if you were to input your entry in the notes list, it will automatically be **moved to the events list if you assign it a schedule**, and vice versa, if you were to remove the schedule from the event entry, it will be **classified in the notes list**.



How to add notes or events?

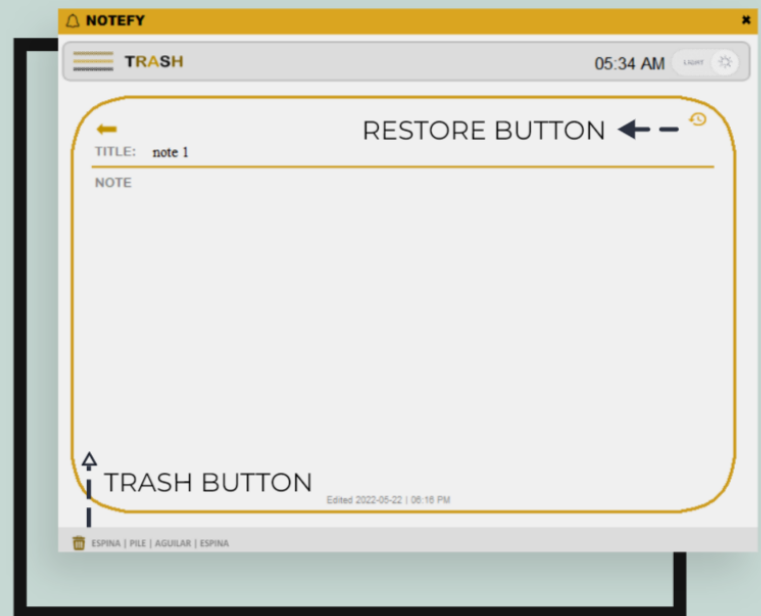
We can add notes and events by **clicking the add button** in the mainframe of the program.



Lastly, you can **view your notes and event entries** by opening the hamburger menu. If you **click the events list**, it will show you the list of events, while if you **open the notes list**, it will display the entire list of notes.

TRASH

It contains all of the entries that were **deleted or removed** from the notes or events list. Additionally, it also has a **restore button** that is located in the upper right corner. If clicked, it will immediately **recover the deleted entry** and place it back in its former position, whether it was a note or an event entry. However, if you click the **trash button** at the bottom corner, it will **permanently delete** the trashed entry from the entire program.

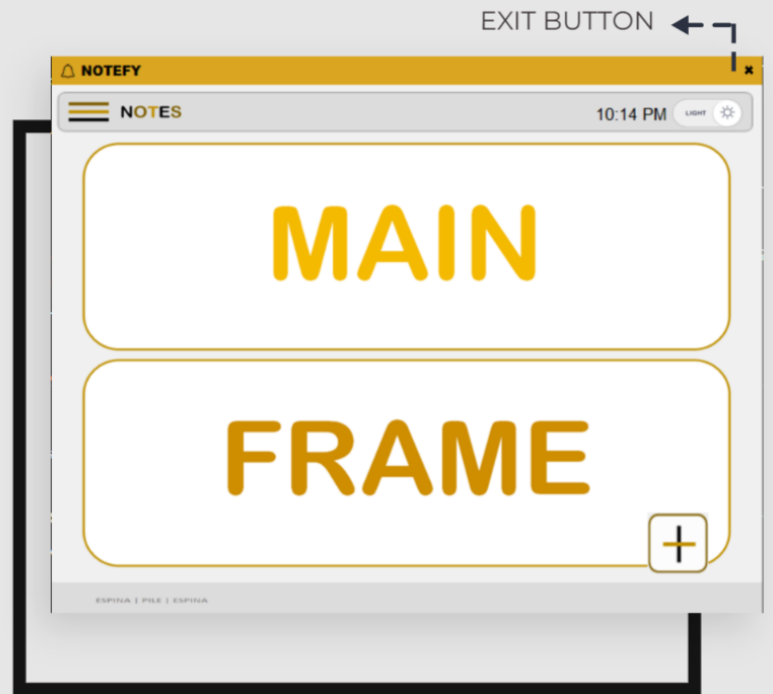


ABOUT

This showcases a summarized **background of the program** as it includes the objectives, features, etc.

Close NOTEFY

To close the program, **click the exit button** in the upper right corner of the window. It will then automatically **close the program**.



THANK YOU