Final Project Documentation:

YouTube video presentation: https://www.youtube.com/watch?v=t-ZzTvU-MNA&feature=youtu.be

By Heriberto Flores

The web app is split into 2 different pages and functionalities, a to-do app and a schedule making app. Users can switch between the two apps by clicking on the large hyperlinks corresponding to the two apps found on top of each app web page.
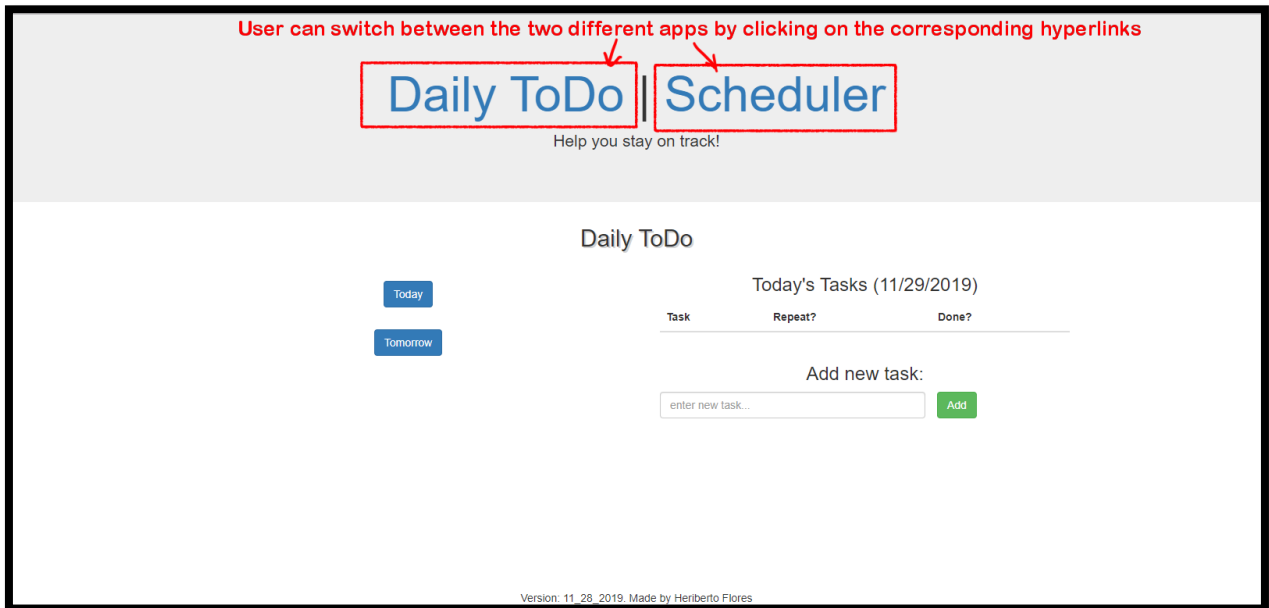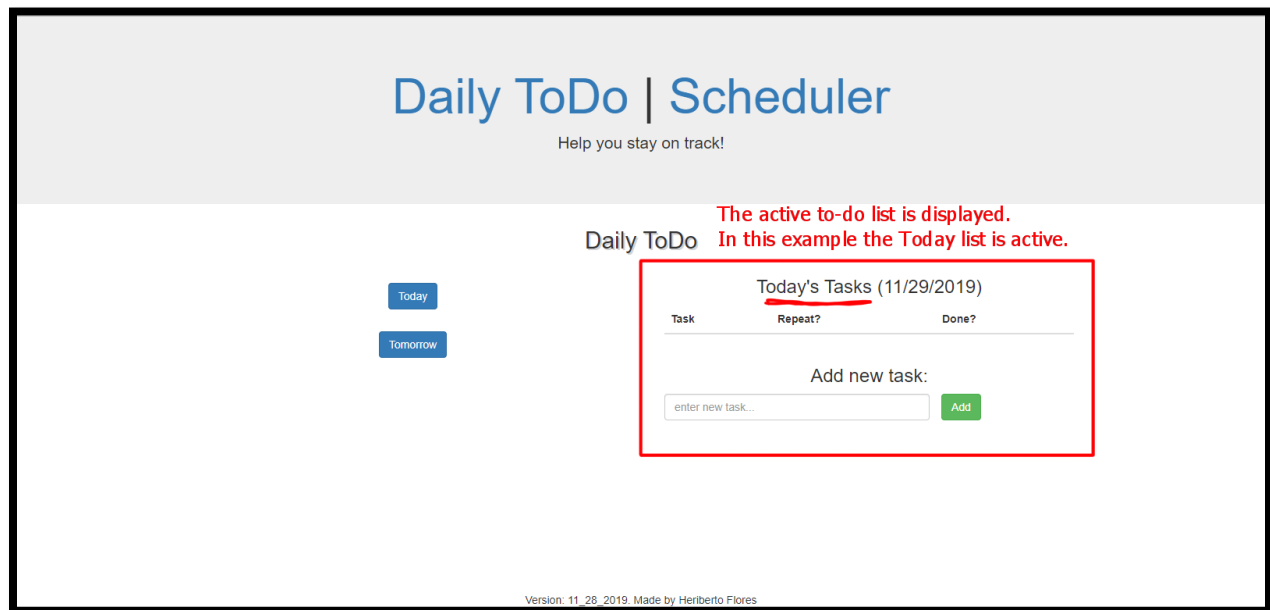

Daily ToDo

Daily ToDo is an app that allows the user to make and eventually complete daily tasks for two separate days, today and tomorrow.

The user can click on the 'Today' or 'Tomorrow' buttons to make that corresponding to-do list the active one.
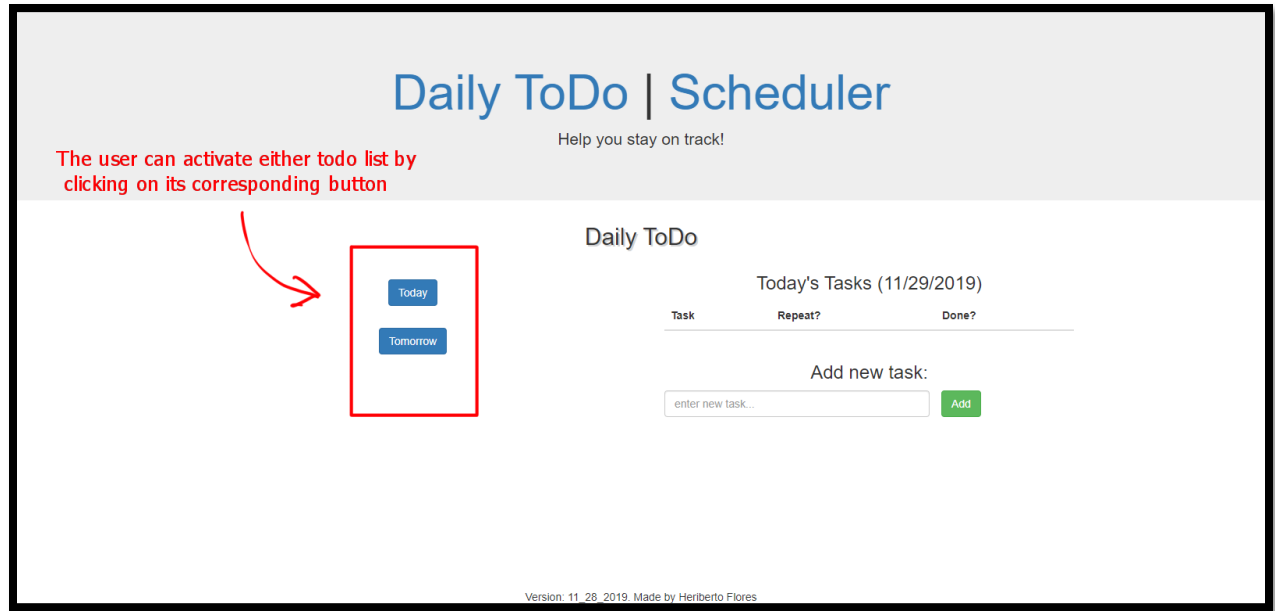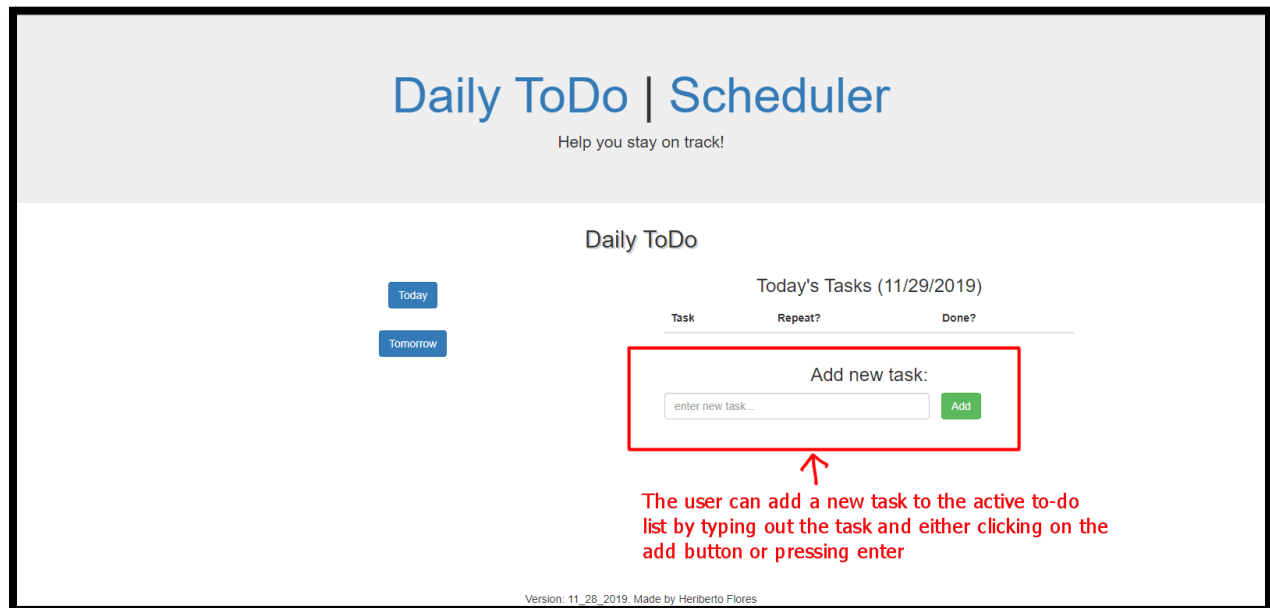
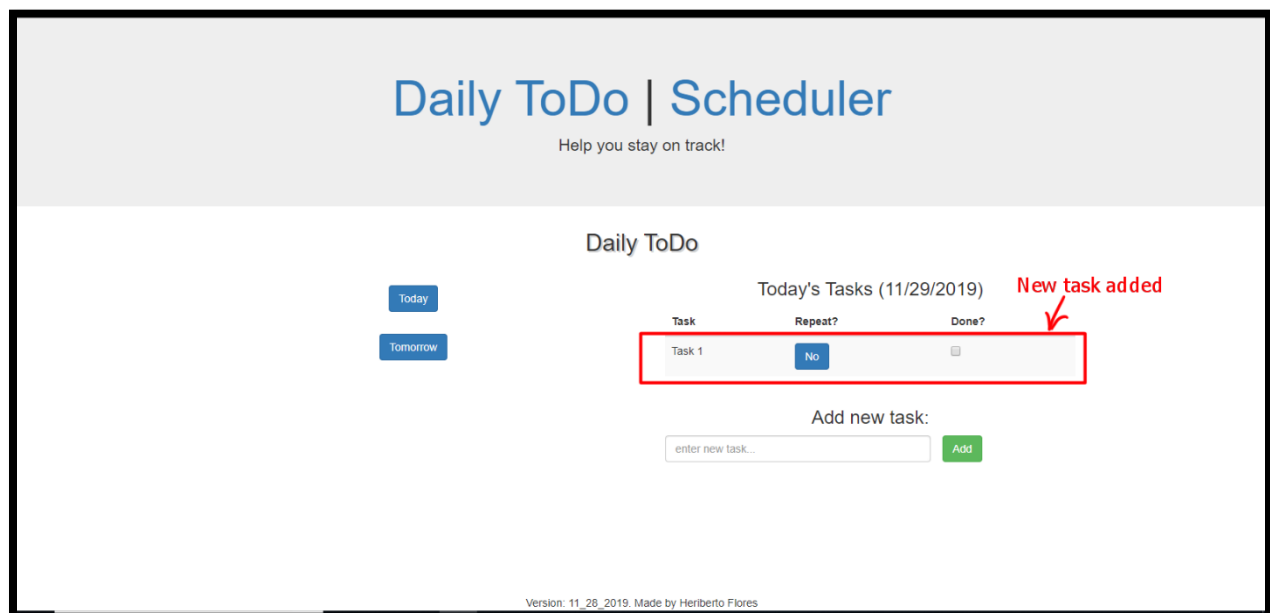The right portion of the app displays the current active to-do list.

The user can add a new task to the active to-do list by using the "Add new task:" section under the to-do list table. Here the user can type a task out and add it to

the to-do list by either clicking on the green "Add" button or pressing the enter key.

Once the user has added a task, the app will look like this:

Each task row has 3 functionalities:

1. The user can change the name of the task by clicking on the task name text. An input field will replace the text and allow the user to enter in new text. The user confirms the change by pressing enter or clicking away from text field if it is not empty and cancels the change by clicking outside of the input field if it is left empty.
2. The user can click on the checkbox under the "Done?" column, which effectively deletes the task from the to-do list if its repeat value is set to "No".
3. The user can toggle the tasks repeat value to either "Yes" or "No", which will determine if the task will be added to the next task list. Example: clicking the done checkbox on a task inside of the "Today" to-do list with repeat enabled will send the task to tomorrow's to-do list.

Other app functionality:

1. The user can click and hold and then drag rows above or below other rows, resorting them.
2. The app also checks if a day has passed. If a day has passed, all tasks in the tomorrow list will be transferred to the today's list
3. The app makes use of local storage to remember the lists data

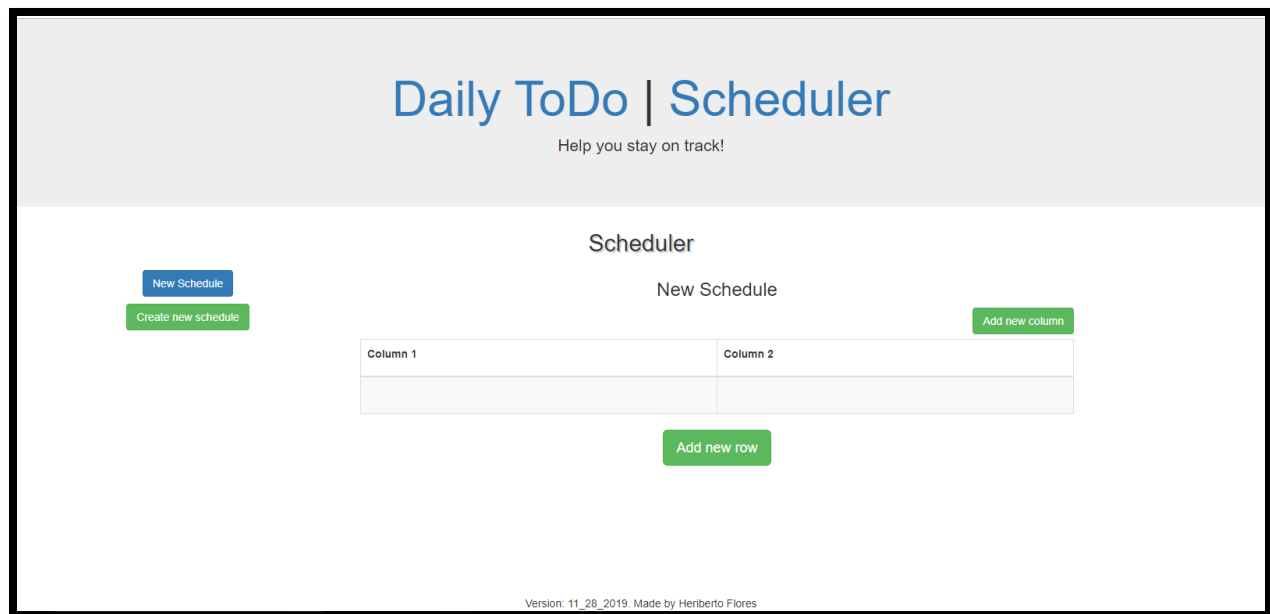# Scheduler

The scheduler is an app that allows the user to make a data table and provides various functionality for customization.

The user can click on the "Create new schedule button" to make a new schedule.
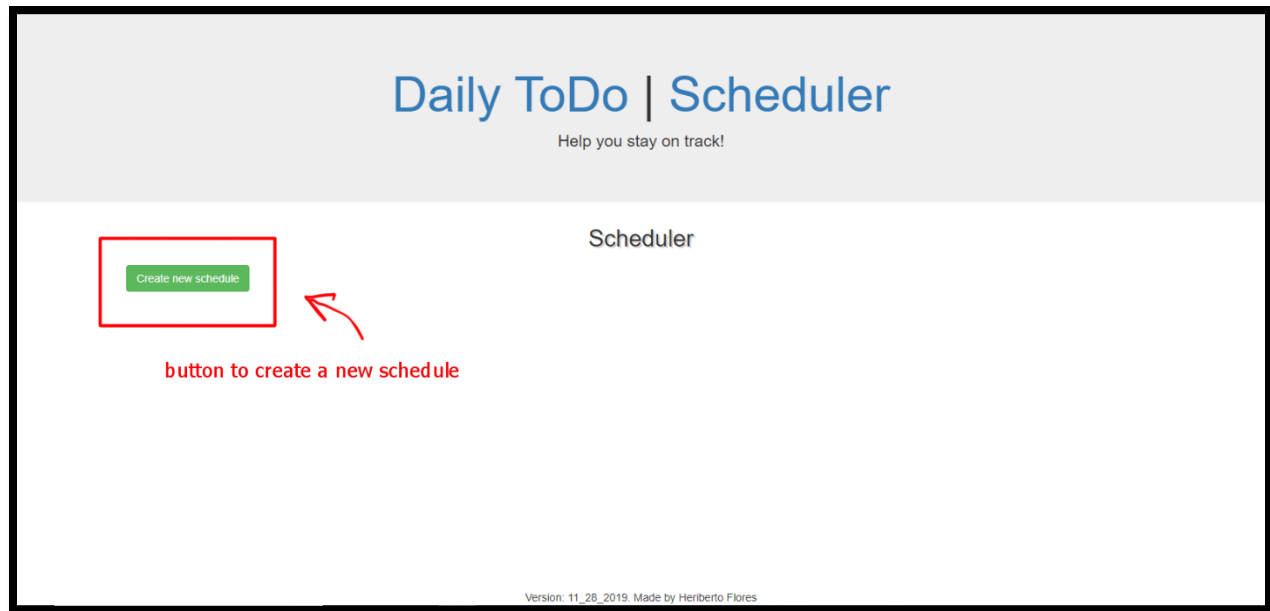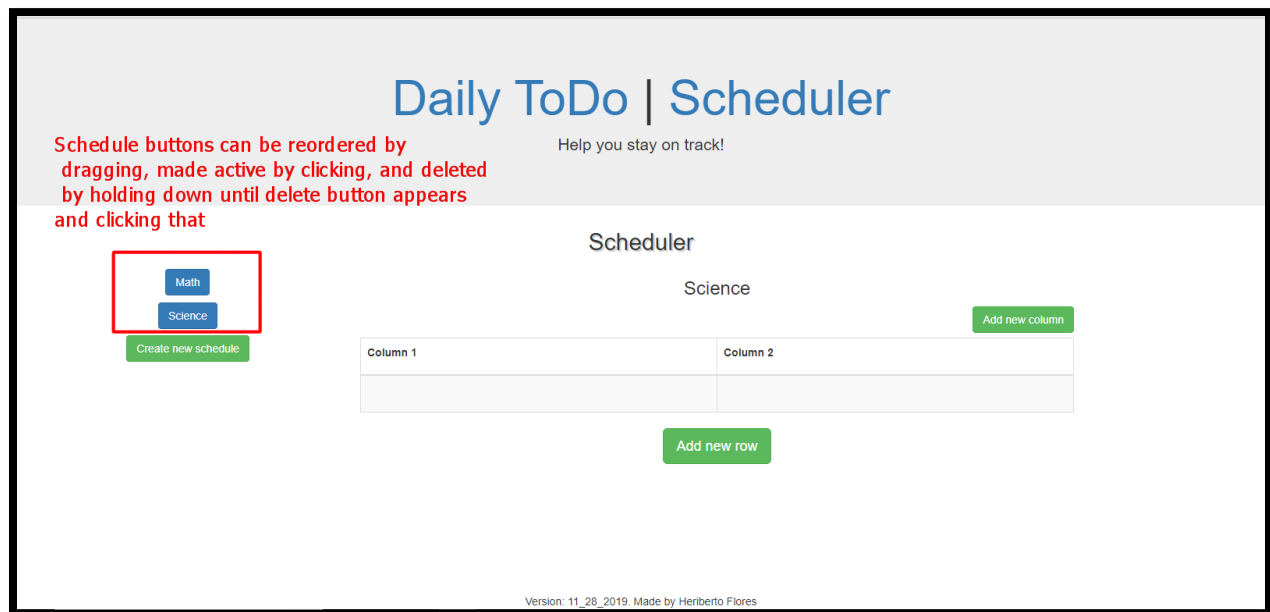
After a new schedule has been created, the app looks like this:

A schedule has various functionality, such as:

Blue schedule buttons:

1. A schedule is represented by a blue button above the "create new schedule" button. Clicking on the button makes the corresponding schedule active in the app.
2. These blue schedule buttons can be reordered by click and hold dragging a schedule button above or under other schedule buttons.
3. If one holds down the schedule button, a delete button appears which when pressed will delete the schedule.

Daily ToDo | Scheduler

Help you stay on track!

Schedule buttons can be reordered by dragging, made active by clicking, and deleted by holding down until delete button appears and clicking that

Scheduler

Science

Math

Science

Create new schedule

Add new column

Column 1	Column 2

Add new row

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Schedule rows:

1. Schedule rows can be added by pressing the green "Add new row" button below the table.
2. Schedule rows can be sorted by click and hold dragging a row above or under other rows.
3. Schedule rows can be edited by clicking on each cell(corresponding to a schedule column) inside of the row, in which a large text box appears for the cell. The user then types and confirms the edit by clicking away from

the text box. The text box allows the user to input new lines and thus allow paragraphs

4. If one clicks and holds down on a row, a delete button appears which when pressed will delete the row.
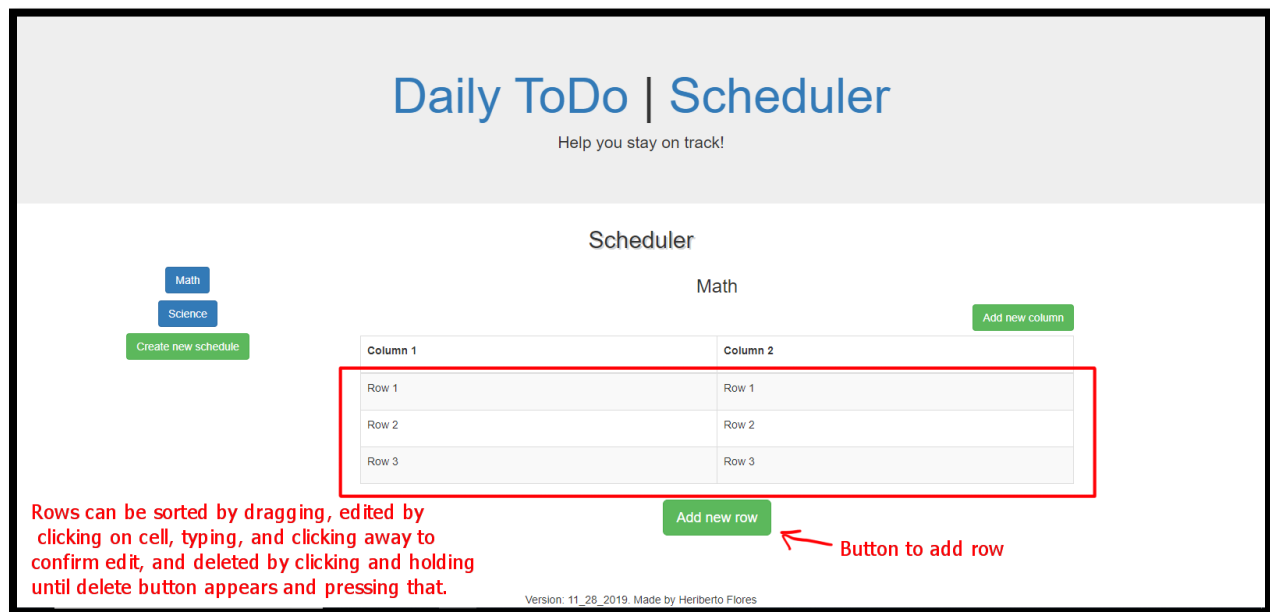
Schedule columns:

1. Schedule columns can be added by pressing the green "Add new column" button above and to the right of the table.
2. Schedule columns can be sorted by click and hold dragging a column left or right of other columns.
3. Schedule columns can be edited by clicking on the column's text, in which a text box appears for the column. The user then types and confirms the edit by either clicking away from the text box or pressing enter. If the input field is empty, clicking away will cancel the edit and restore the old text.
4. If one clicks and holds down on a column, a delete button appears which when pressed will delete the column.

Schedule title:

1. Schedules can be renamed by clicking on the schedule title. A text box then replaces the title, which can then be used to rename the schedule. Pressing enter confirms the new name. Clicking away if the text box is NOT empty confirms the new name. If the text box IS empty, clicking away causes the edit to be canceled.