

# Java Programming Internship Week 2



Number of projects: 2 Projects

Project Level: ● *Beginner*

## PROJECT 1<sup>ST</sup>: Daily Goal Reminder

In this project, you will create a **Daily Goal Reminder** application in Java that helps users track and remind them of their goals. Users can input their daily tasks or goals, and the application will send a reminder or notification at a specific time. This will involve handling user input, storing goals, and scheduling notifications or alerts.

### Small Step-by-Step Guide:

1. **Create the basic structure** for the Java application with a GoalReminder class.
2. **Allow the user to input** their goals for the day (e.g., "Exercise", "Read a book", etc.) using Scanner.
3. Store these goals in a **list or array**.
4. Use **Java's LocalDateTime and Timer classes** to schedule reminders based on the user's input time.
5. Once the time is reached, the application should **display a reminder** message for the goal/task.
6. Optionally, allow the user to set a specific time for each goal (e.g., "Exercise at 8 AM") and handle multiple reminders.
7. Implement **error handling** for invalid time input and ensure the application runs efficiently.

### Concepts Used in This Project:

- **Java Libraries:** Scanner, LocalDateTime, Timer
- **User Input and Validation**
- **Arrays or Lists** for storing goals
- **Scheduling with Timer** to trigger reminders
- **Error Handling** (e.g., invalid time or empty goal input)

### Why We Have Chosen This Project:

- Teaches basic user input handling and time-based operations in Java.

- Provides experience in **scheduling tasks** and reminders.
- Introduces the use of **Java's Timer class** for automation.
- Useful for understanding **lists and arrays** to store data dynamically.