

Goal Journal

Introduction to Programming
CMPT 120L



Marist College
School of Computer Science and Mathematics

Submitted To:

Dr. Reza Sadeghi

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Project Progress Report 1 of Project Name

Team Name

Team Sean

Team members

1. Sean Bruno sean.bruno1@marist.edu (Team Head)

Description of Team Members

1. My name is Sean Bruno, I like working by myself and making sure all the work is done. Especially when it comes to a project, so I have decided to peruse a group of just me. I have learned a lot about coding in this course as I have never coded before.

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Project Objective

Project Title: Goal Journal Management System

Summary: My project will be a Goal Journal Management System, which will be very similar to the Diary Management System which was given in project sample 2. The Goal Journal will be available for the user to journal an achievement or when they complete something that day. For example, if their overall goal is to go to the gym more, then the user will be able to input when they went to the gym and can leave an entry with it. The data will be stored in a CSV file which stands for Comma Separated Values. The GJMS will be able to provide the following capabilities:

1. Requesting admin user and password for log in (a string of at least 8 characters)
2. Capability to change the admin user and password
3. Admin user should be able to add a user to GJMS by creating a new username and password for normal users, who are not able to define or remove a user
4. Admin user should be able to remove a user from GJMS by removing his/her username, password, and his/her other corresponding data
5. Each user should be able to:
 - A. Add a Journal record with the following details: time, date, duration, and description
 - B. Remove a Journal record
 - C. Edit a Journal record's details
 - D. Search through Journals based on time or duration and list the results on the screen. For Instance, it should be able to list all scheduled works for one day
6. GJMS should be a user-friendly software, such that:
 - A. It shows a warning if a user tries to put a new task with an overlapping time to the previous records.
 - B. GJMS should show a welcome page
 - C. GJMS should show a menu of all functions to the user
 - D. GJMS should provide the reports in a tabular form
 - E. GJMS should provide an exit function

GitHub Address

https://github.com/SeanBruno2/111_GoalJournalManagmentSystem_TeamSean.git

Graphical User Experience Design

In my Goal Journal Management System I plan on having 6 pages. Including a login, main menu, adding a journal entry, removing a journal entry, editing a journal entry, searching for a journal entry, and a set password page.

Login:

Input: Username and Password

Output: Correct username and password will be granted access to the system. While an incorrect username and password will be sent a warning message saying incorrect.

Adding a Journal Entry:

Input: Time, date, duration, and description of something you completed to be closer to your goal. For example, Time:1230pm, Date:2/4/2024, Duration:60 minutes, Description: Went to gym for an hour to workout.

Output: Journal entry will be added to the csv value where all entry's will be stored.

Removing a Journal Entry:

Input: Time, date, duration, and description of journal entry you would like to remove.

Output: This journal entry will be removed from storage

Editing Journal Entry:

Input: Input: Time, date, duration, and description with the correction to the journal entry that you would like to edit.

Output: Entry will be edited in the csv file.

Search:

Input: Date and Time of entry you are searching for.

Output: The Journal entry that corresponds to the given date and time

Set Password:

Input: Username and Password in which you would like associated to account.

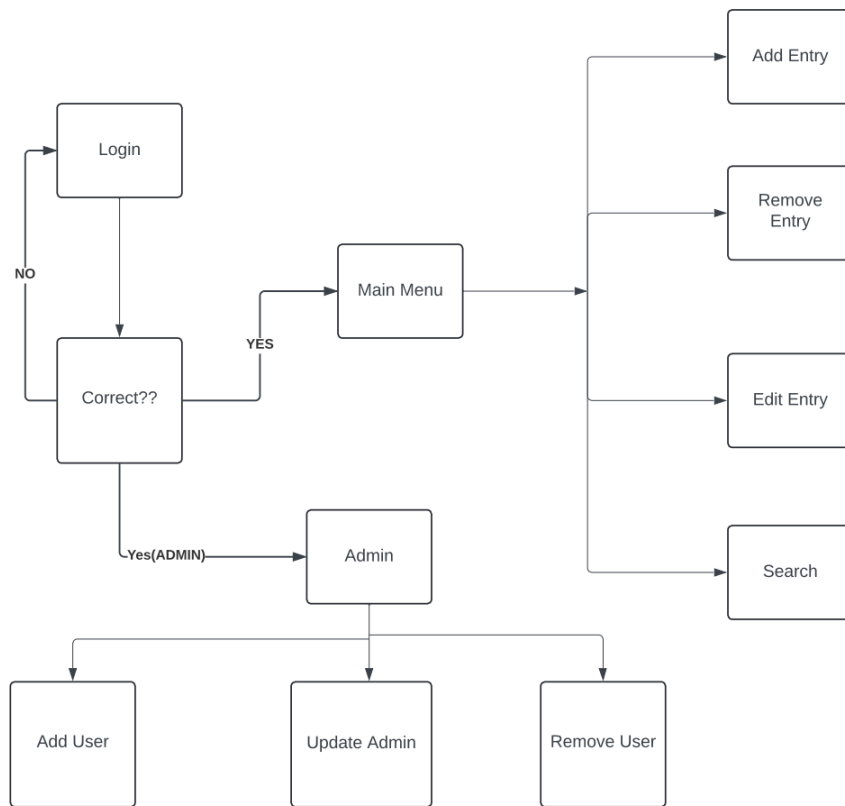
Output: The password corresponding to the username will be updated.

Administrative:

Input: Adding a User or Removing a User

Output: User will be added or removed

Flow Chart



Packages to be used

- OS
- Tkinter
- Csv

Virtual Environment

- These three packages are already installed. As the project goes on I hope to install more packages to better mine and the users experience.

GUI Design

Login

A screenshot of a Tkinter login window. The window has a title bar and a main area. Inside, there are two labels: 'Username' and 'Password'. Below each label is a text entry field. Below the entry fields are two buttons: 'Login' and 'Exit'. The window is titled 'Login' and has dimensions of 500x130.

```
import tkinter as tk
```

```
login=tk.Tk()
```

```
login.title('Login')
```

```
login.geometry("500x130")
```

```
lblUser=tk.Label(text="Username",font=("Arial",16))
```

```
lblUser.grid(row=0,column=0)
```

```
entUser=tk.Entry()
```

```
entUser.grid(row=1,column=0)
```

```
lblPass=tk.Label(text="Password",font=("Arial",16))
```

```
lblPass.grid(row=0,column=2)
```

```
entPass=tk.Entry()
```

```
entPass.grid(row=1,column=2)
```

```
btnLogin=tk.Button(text="Login")
```

```
btnLogin.grid(row=2,column=1)
```

```
btnExit=tk.Button(text="Exit")
```

```
btnExit.grid(row=3,column=1)
```

Main Menu



```
import tkinter as tk
```

```
main=tk.Tk()
```

```
main.title("Main Meu")
```

```
main.geometry("300x300")
```

```
btnAdd=tk.Button(text="Add\nEntry")
```

```
btnAdd.grid(row=0,column=0,sticky='news')
```

```
btnRemove=tk.Button(text="Remove\nEntry")
```

```
btnRemove.grid(row=0,column=2,sticky='news')
```

```
btnEdit=tk.Button(text="Edit\nEntry")
```

```
btnEdit.grid(row=1,column=0,sticky='news')
```

```
btnSearch=tk.Button(text="Search\nEntry")
```

```
btnSearch.grid(row=1,column=2,sticky='news')
```

```
btnExit=tk.Button(text="Exit")  
btnExit.grid(row=3,column=1,sticky='N')
```

ADD

The image shows a Tkinter window titled "ADD". The window has a grid layout. On the left side, there are four input fields: "Date", "Time", "Duration", and "Description". The "Date" and "Time" fields are in the first row, "Duration" is in the second row, and "Description" is in the third row. On the right side, there are three buttons: "ADD", "Main Menu", and "Exit". The "ADD" button is in the first row, "Main Menu" is in the second row, and "Exit" is in the third row.

```
import tkinter as tk
```

```
Add=tk.Tk()
```

```
Add.geometry("700x180")
```

```
Add.title("Add")
```

```
lblDate=tk.Label(Add,text="Date (mm-dd-  
yyyy)",font=("Arial",16))
```

```
lblDate.grid(row=0,column=0)
```

```
entDate=tk.Entry()
```

```
entDate.grid(row=1,column=0)
```

```
lblTime=tk.Label (Add,text="Time (00:00) ",font=("Arial",16))
```

```
lblTime.grid(row=0,column=2)
```

```
entTime=tk.Entry()
```

```
entTime.grid(row=1,column=2)
```

```
lblDuration=tk.Label (Add,text="Duration (In minutes) ",font=("Arial",16))
```

```
lblDuration.grid(row=2,column=0)
```

```
entDuration=tk.Entry()
```

```
entDuration.grid(row=3,column=0)
```

```
lblDescription=tk.Label (Add,text="Description",font=("Arial",16))
```

```
lblDescription.grid(row=4,column=1)
```

```
entDescription=tk.Entry()
```

```
entDescription.grid(row=5,column=1)
```

```
btnAdd=tk.Button (Add,text="Add")
```

```
btnAdd.grid(row=0,column=3)
```

```
btnMain=tk.Button (Add,text="Main Menu")
```

```
btnMain.grid(row=1,column=3)
```

```
btnExit=tk.Button (Add,text="Exit")
```

```
btnExit.grid(row=2,column=3)
```

Remove

The image shows a Tkinter window titled "Remove". Inside the window, there is a grid layout. In the first row, there are two input fields: one labeled "Date" and one labeled "Time". In the second row, there are three buttons: "Remove", "Main Menu", and "Exit".

```
import tkinter as tk
```

```
Remove=tk.Tk()
```

```
Remove.geometry("550x140")
```

```
Remove.title("Remove")
```

```
lblDate=tk.Label(Remove,text="Date (mm-dd-  
yyyy)",font=("Arial",16))
```

```
lblDate.grid(row=0,column=0)
```

```
entDate=tk.Entry()
```

```
entDate.grid(row=1,column=0)
```

```
lblTime=tk.Label(Remove,text="Time (00:00)",font=("Arial",16))
```

```
lblTime.grid(row=0,column=1)
```

```
entTime=tk.Entry()  
entTime.grid(row=1,column=1)  
  
btnRemove=tk.Button(Remove,text="Remove")  
btnRemove.grid(row=0,column=2)  
  
btnMain=tk.Button(Remove,text="Main Menu")  
btnMain.grid(row=1,column=2)  
  
btnExit=tk.Button(Remove,text="Exit")  
btnExit.grid(row=2,column=2)
```

Edit

Date	New Date	EDIT
<input type="text"/>	<input type="text"/>	
Time	New Time	Main Menu
<input type="text"/>	<input type="text"/>	
Duration	New Duration	
<input type="text"/>	<input type="text"/>	
Description	New Description	Exit
<input type="text"/>	<input type="text"/>	

```
import tkinter as tk
```

```
Edit=tk.Tk()
Edit.geometry("550x230")
Edit.title("Remove")

lblDate=tk.Label(Edit,text="Date (mm-dd-
yyy) ",font=("Arial",16))
lblDate.grid(row=0,column=0)
entDate=tk.Entry()
entDate.grid(row=1,column=0)

lblNDate=tk.Label(Edit,text="New Date (mm-dd-
yyy) ",font=("Arial",16))
lblNDate.grid(row=0,column=1)
entNDate=tk.Entry()
entNDate.grid(row=1,column=1)

lblTime=tk.Label(Edit,text="Time (00:00) ",font=("Arial",
16))
lblTime.grid(row=2,column=0)
entTime=tk.Entry()
entTime.grid(row=3,column=0)

lblNTime=tk.Label(Edit,text="New
Time (00:00) ",font=("Arial",16))
lblNTime.grid(row=2,column=1)
```



```
entNTime=tk.Entry()
```

```
entNTime.grid(row=3,column=1)
```

```
lblNDur=tk.Label(Edit,text="New  
Duration (Minutes)",font=("Arial",16))
```

```
lblNDur.grid(row=4,column=1)
```

```
entNDur=tk.Entry()
```

```
entNDur.grid(row=5,column=1)
```

```
lblDes=tk.Label(Edit,text="New  
Description",font=("Arial",16))
```

```
lblDes.grid(row=6,column=1)
```

```
entDes=tk.Entry()
```

```
entDes.grid(row=7,column=1)
```

```
btnEdit=tk.Button(Edit,text="Edit")
```

```
btnEdit.grid(row=0,column=2)
```

```
btnMain=tk.Button(Edit,text="Main Menu")
```

```
btnMain.grid(row=1,column=2)
```

```
btnExit=tk.Button(Edit,text="Exit")
```

```
btnExit.grid(row=2,column=2)
```

Search

The diagram shows a 'Search' window layout. At the top, there are two labels: 'Date' and 'Time'. Below 'Date' is a small rectangular input field. Below 'Time' is a similar input field. To the right of these fields are three buttons stacked vertically: 'Search', 'Main Menu', and 'Exit'. Below the input fields is a larger rectangular area labeled 'Entry Found'.

```
import tkinter as tk
```

```
Search=tk.Tk()
```

```
Search.geometry("677x180")
```

```
Search.title("Search")
```

```
lblDate=tk.Label(Search,text="Date(mm-dd-  
yyyy)",font=("Arial",16))
```

```
lblDate.grid(row=0,column=0)
```

```
entDate=tk.Entry()
```

```
entDate.grid(row=1,column=0)
```

```
lblFound=tk.Label(Search,text="Entry  
Found",font=("Arial",16))
```

```
lblFound.grid(row=3,column=1)
entFound=tk.Entry()
entFound.grid(row=4,column=1)

lblTime=tk.Label(Search,text="Time(00:00)",font=("Arial",16))
lblTime.grid(row=0,column=2)
entTime=tk.Entry()
entTime.grid(row=1,column=2)

btnSearch=tk.Button(Search,text="Search")
btnSearch.grid(row=0,column=3)

btnMain=tk.Button(Search,text="Main Menu")
btnMain.grid(row=1,column=3)

btnExit=tk.Button(Search,text="Exit")
btnExit.grid(row=2,column=3)
```

Admin

Username Password

Add User

Remove User

Main Menu

```
import tkinter as tk
```

```
Admin=tk.Tk()
```

```
Admin.geometry("550x150")
```

```
Admin.title("Admin")
```

```
lblUser=tk.Label(Admin,text="Username",font=("Arial",16))
```

```
lblUser.grid(row=0,column=0)
```

```
entUser=tk.Entry()
```

```
entUser.grid(row=1,column=0)
```

```
lblPass=tk.Label(Admin,text="Password",font=("Arial",16))
```

```
lblPass.grid(row=0,column=1)
```

```
entPass=tk.Entry()
```

```
entPass.grid(row=1,column=1)
```

```
btnAdd=tk.Button(Admin,text="Add\nUser")
```

```
btnAdd.grid(row=0,column=2)
```

```
btnRemove=tk.Button(Admin,text="Remove\nUser")
```

```
btnRemove.grid(row=1,column=2)
```

```
btnMain=tk.Button(Admin,text="Main\nMenu")
```

```
btnMain.grid(row=2,column=2)
```