Dance App development notes/diary

Desmond Tuiyot January 20, 2020

$1 \quad 01/15/2020$

- Multi-window issue: I had the idea to merge move_suggest_code and move_challenge_code since they depend on each other. User should be able to move from one window to the next and vice versa.

 Decided to have 2 classes in one file. The class objects are instantiated globally and are hidden and shown as means of opening and closing them.
- Start, Pause and Stop suggestions: This one was interesting. I created a daemon thread that creates an Event that updates the text display every x seconds. I made it an event so that it would be possible to stop the Event using the Event.set() method to set a flag that the Event will be looking out for. Added new states for the buttons: Start becomes Restart and vice versa, Pause becomes Resume and vice versa, Pause is disabled initially and on Stop.

Playlist

- Roddy Ricch Moonwalking
- Roddy Ricch Gods Eyes
- Roddy Ricch High Fashion
- Roddy Ricch War Baby

$2 \quad 01/16/2020$

Agenda

- Think about how to tie the windows together. Make it a cohesive application.
- Go through the user interface and check to see that all buttons do what they are supposed to do.
- Look for inspiration to make the app look a little bit better.

What I Dealt With

• Did input validation for the add_dance_code

Playlist

- Outkast Rosa Parks
- Outkast Skew It on the Bar-B
- Outkast Da Art of Storytellin' (Pt. 2)
- Outkast Chonkyfire (where else is this sound)
- Kendrick Lamar Wesley's Theory
- Kendrick Lamar King Kunta

$3 \quad 01/18/2020$

- TODO: Visual feedback about whether the input is valid this involved changing the shade of the widget (in this case a QLineEdit) accordingly. We want it to be unobstrusive, so lower contrasts are preferred.
- TODO: Separating tags when user presses 'Enter'. This could be interesting.

Playlist

- Eminem Marsh
- Eminem Premonition
- Eminem Unaccomodating
- Eminem Yah Yah

$4 \quad 01/19/2020$

- TODO: Visual feedback about whether the input is valid this involved changing the shade of the widget (in this case a QLineEdit) accordingly. We want it to be unobstrusive, so lower contrasts are preferred. Solution: Decided to go with a message box instead of changing background color. Could probably implement this in future anyways.
- TODO: Separating tags when user presses 'Enter'. This could be interesting.
- Main Window: Created a main window from which the user navigates to all other windows.

• Revisiting Modify Dance Window: Tags and Description are most likely gonna be too long to display in columns. What to do, then? I can add a miniature version of Add Dance Window right below the table view. I'll make the actual table view immutable, and the user can edit using the new field below the table view.

Solution: Ended up adding the form to the side of the table view.

- TODO: Update the dance data fields according to what move is selected. **Idea:** Move the DanceMove class out into its own module. And import that into each module I have. So I have access to all that stuff. **DONE**
- Selection Signals: Used view.setSelectionModel to access selectionChanged signal. So now both click selections and cursor selections work.

 TODO: Make sure that name is always selected.
- Changing tags edit: Make it a line edit that adds into a list view on its side. Listen for enter key and pop it into the list view. DONE
- BIG TODO: Context menu. Right clicks and shit.

Playlist

- Mac Miller Circles
- Mac Miller Good News
- Davido, Popcaan Risky
- Lil Wayne Hustlin'
- Lil Wayne Canon AMG Remix
- Pusha T, Kehlani Retribution
- Pusha T M.F.T.R
- Pusha T Got Em Covered
- Pusha T Intro
- Pusha T Untouchable
- Grip He is ... I am
- Eminem Lock It Up

$5 \quad 01/20/2020$

- Changing tags edit: Changed it to an editable combobox. TODO: Think about what signals to look out for. Enter and probably textChanged. Then split at commas
- $\bullet\,$ Travis Scott, ROSALIA, Lil Baby HIGHEST IN THE ROOM
- $\bullet\,$ JACKBOYS, Sheck Wes GANG GANG