

Dance App development notes/diary

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1 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 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 Storytelling' (Pt. 2)
- Outkast - Chonkyfire (where else is this sound)
- Kendrick Lamar - Wesley's Theory
- Kendrick Lamar - King Kunta

3 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 unobtrusive, so lower contrasts are preferred.
- **TODO:** Separating tags when user presses 'Enter'. This could be interesting.

Playlist

- Eminem - Marsh
- Eminem - Premonition
- Eminem - Unaccommodating
- Eminem - Yah Yah

4 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 unobtrusive, 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.
- **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.
- **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