**User Guide**

The CalenderApp is an application that has a calendar in which the user can view the time from a year, month, and day perspectives. It also allows the used to add events/reminders to a list that the application keeps in memory. The user can remove events from the event at any point of time without removing the entire list of events too.

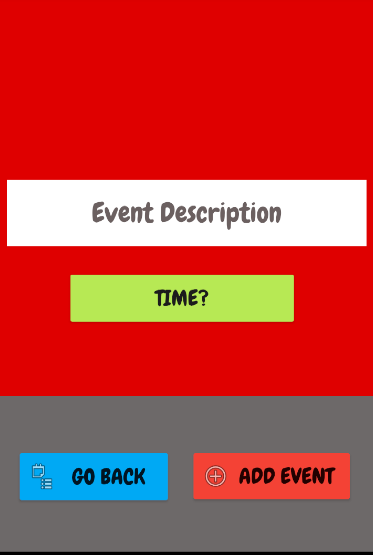
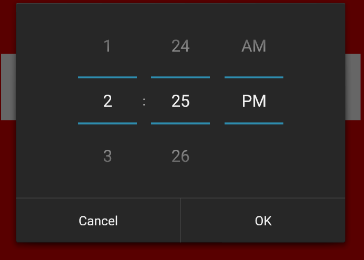
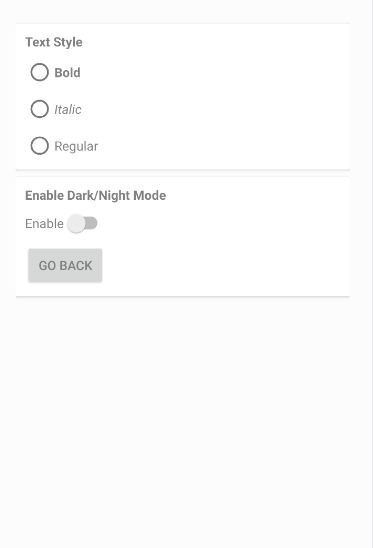
1. The application boots up in Month View. This acts as a central point of connection to the rest of the application’s components. It has buttons for both the settings menu, which allows the user to change the font, and the Year View.
2. Clicking on any of the days will take the user to the Event View (shown right), in which a user can add events and view already existing ones.
   1. The red button is used to add events
   2. The blue button takes the user back to Month View
3. Clicking on the red button moves the user further into Event View. The event can be named and assigned a specific time in which it triggers. The interface is shown below

Figure 1 Setting the time for each individual event

Figure 2 The Event View allows the users to input the name of the reminder and assign a time unique to it

1. The Settings View allows the user to change a few novel things such as the font properties. Italicizing the font or making it bold can be applied to the text. It can also apply dark mode to the user interface for an alternative look.

**Location of the Test Cases**

**The Design Pattern used and its Location**

a composite pattern is used in the main activity. The MainActivity class consists of multiple objectecs working together to allow our calendar to work. one of the said objects is the button object which allows the user to interact with other parts of the app, for example the settings, year and month view and so on.