

## Criterion B: Record of tasks

Task number	Planned action	Planned outcome	Time estimated (Days)	Target completion date	Criterion
1	Lesson on IA	Learn what the purpose of the IA is and what we need to do to get the best marks	2	1/5/2017	A
2	Discussion with my computer science teacher	Question how to find the best end-user and what are the best ways to get good complexity marks	1	4/5/2017	A
3	Search for client	Search for a client who is an acquaintance of mine and has an issue with his current system that he wishes would be fixed	14	18/5/2017	A
4	Discuss their problems	Analyse the problems they have with the current system and recommend some solutions and listen to their requests	1	21/5/2017	A
5	Decide on the success criteria	Determine the success criteria, to make sure that the program meets the end-users needs	2	24/5/2017	A
6	Revise success criteria	Revise the criteria decided through interview with the client	1	31/5/2017	A
7	Documentation of criterion A		3	9/6/2017	A
8	Fix it based on feedback	Look at the feedback given by the teacher and fix the errors accordingly	2	20/6/2017	A
9	Create prototype image	Create the GUI prototype as per	1	22/6/2017	B

		the end-user's requirements			
<b>10</b>	Construct flowcharts	Construct a flowchart to get a general idea of how the program should ideally work	5	20/7/2017	B
<b>11</b>	Construct UML	Construct UML to decide on the methods and variables to be used in the program in each class	7	1/8/2017	B
<b>12</b>	Decide on a top-down model	Do this to understand how the program can be navigated	2	10/8/2017	B
<b>13</b>	Documentation of criterion B		7	20/8/2017	B
<b>14</b>	Learn how to use SQL	Spend time watching videos learning how to use SQL queries	21	29/8/2017	C
<b>15</b>	Create all the GUI classes	Create the GUI using NetBeans. Use JFrame to make it much easier	1	30/8/2017	C
<b>16</b>	Create the connection in all the GUI classes to be used	Search how to use methods such as Connection and Prepared statement and create the connection with the database	5	15/9/2017	C
<b>17</b>	Interview with client about the GUI	Meet with the client again to make sure the GUI meets his requirements and that he would be comfortable using it	1	22/9/2017	C
<b>18</b>	Complete the code	Spend time creating and filling in code for the program	30	25/10/2017	C
<b>19</b>	Debug	Get the client to test the program and see whether he finds any errors which need to then be fixed	7	28/10/2017	C
<b>20</b>	Test the program	Run a series of personal tests to	3	28/10/2017	C

		see whether the program picks up on errors			
<b>21</b>	Documentation of criterion C		10	29/10/2017	C
<b>22</b>	Create the video of the product		4	10/12/2017	E
<b>23</b>	Training and beta testing and feedback	Teach the client how the use the program and explain all the features to them. Then ask them what they felt about the program after that	2	5/1/2018	E
<b>24</b>	Documentation of criterion E		3	10/1/2018	E