

Flash Cards:

Manual

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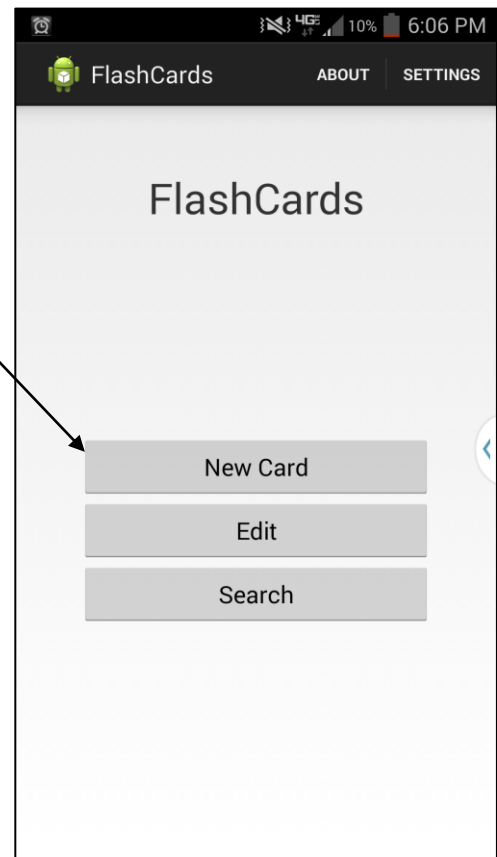
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1. Making a New Card

It is very easy to make a new card. Start by clicking on the “New Card” button. This will take you to a new window where you will be able to create your flash card by adding any information that you may find useful.

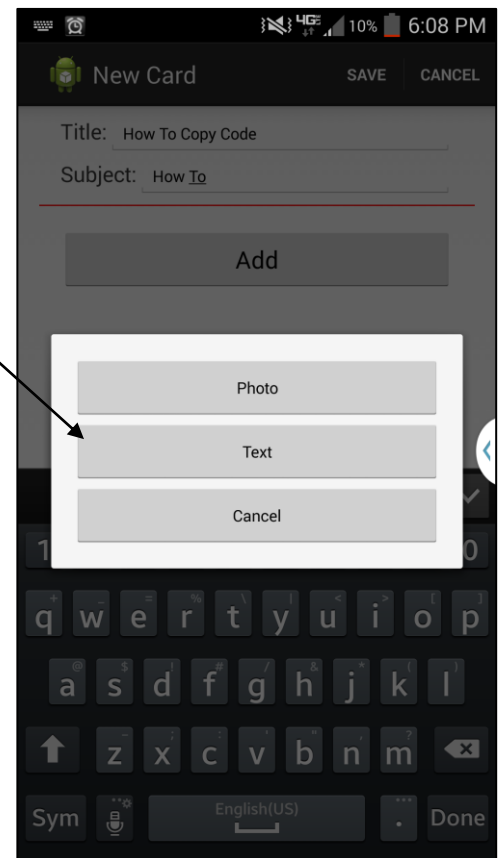


Type the title and subject of the new card you are making.

A screenshot of the 'New Card' form within the app. The form has a dark header with the app icon, the text 'New Card', and two buttons: 'SAVE' and 'CANCEL'. Below the header, there are two text input fields: 'Title: Card Name' and 'Subject: Subject Name'. Below these fields is a large, light gray 'Add' button. An arrow points from the text block on the left to the 'Title' field, and another arrow points from the text block on the right to the 'Add' button. A keyboard is visible at the bottom of the screen, showing the 'Yeah', 'I', and 'Oh' suggestions.

When those two fields are filled in you have the option to A) save the card and exit, or B) add more information.

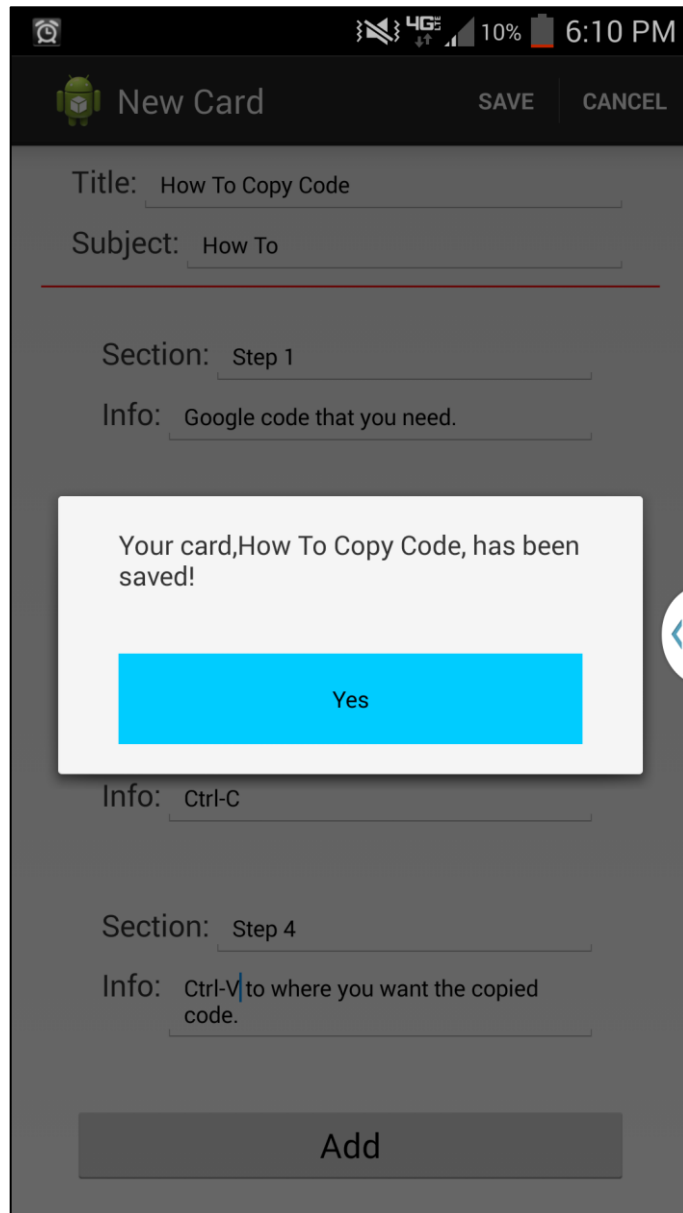
After pressing the “Add” button a dialog fragment will pop-up prompting you to choose whether you want to add a picture (not implemented) or a text field. If you accidentally clicked the “Add” button you also have the option to cancel with no repercussions.



After clicking the “Text” button you will be able to add as many new fields as you like. Each field consists of both a “Section” and an “Info” subsection to organize your card more clearly. This is what a completed card could look like in the editing stage.

New card with four fields filled in, ready to be saved.

When you are ready to save, go ahead and click the save button and you will be greeted by another text box. And there you go, your very own flash card has been saved to your phone!



The screenshot shows an Android application interface for creating a new flash card. At the top, the status bar displays icons for signal, 4G LTE, 10% battery, and the time 6:10 PM. The app's header is dark grey with an Android robot icon, the title 'New Card', and 'SAVE' and 'CANCEL' buttons. The main form area is light grey and contains several input fields: 'Title' with the text 'How To Copy Code', 'Subject' with 'How To', 'Section' with 'Step 1', and 'Info' with 'Google code that you need.'. A white confirmation dialog box is centered on the screen, displaying the message 'Your card,How To Copy Code, has been saved!' and a large blue 'Yes' button. Below the dialog, the 'Info' field now contains 'Ctrl-C', the 'Section' field contains 'Step 4', and the 'Info' field contains 'Ctrl-V to where you want the copied code.'. At the bottom of the screen is a large grey button labeled 'Add'.

SAVE CANCEL

Title: How To Copy Code

Subject: How To

Section: Step 1

Info: Google code that you need.

Your card,How To Copy Code, has been saved!

Yes

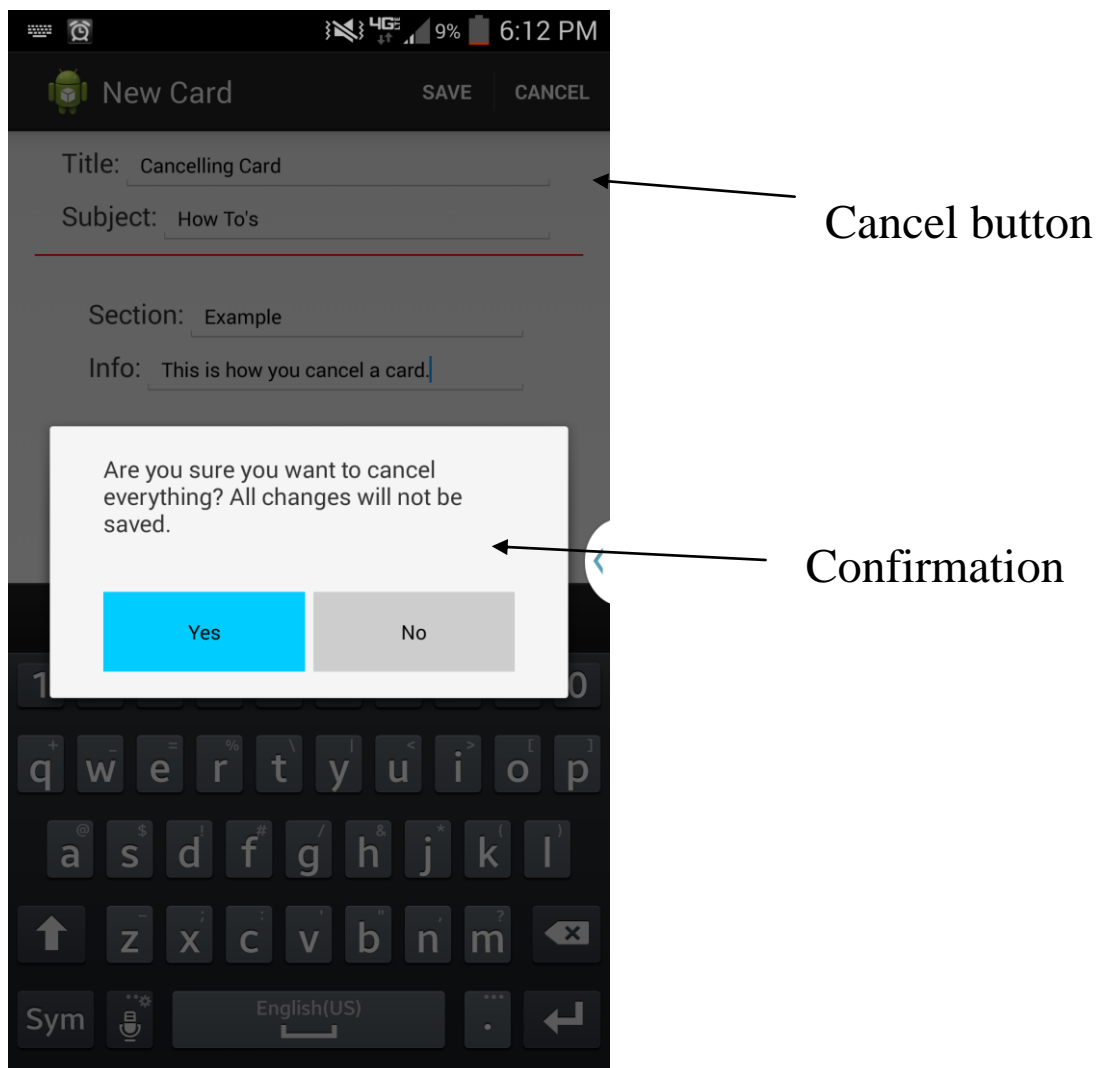
Info: Ctrl-C

Section: Step 4

Info: Ctrl-V to where you want the copied code.

Add

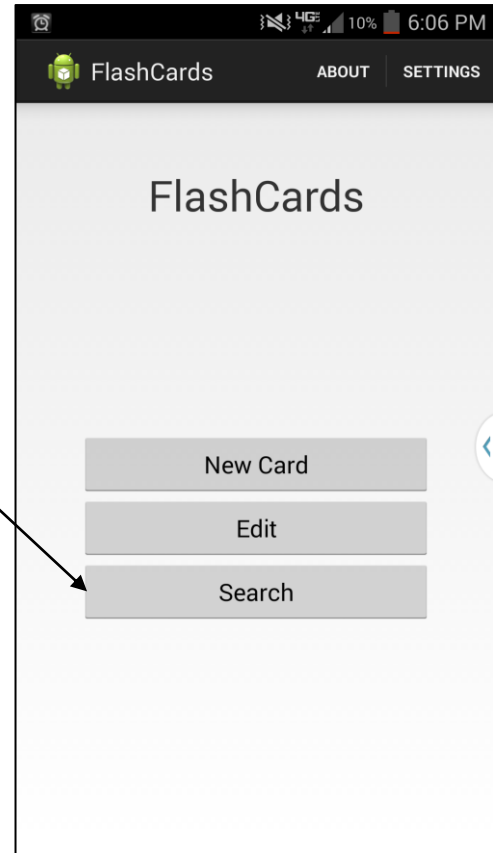
To cancel a card, simply press the cancel button in the top left corner. After which you will be prompted to confirm your choice, just in case you have second thoughts about losing all of your progress.



2. Search for Old Cards

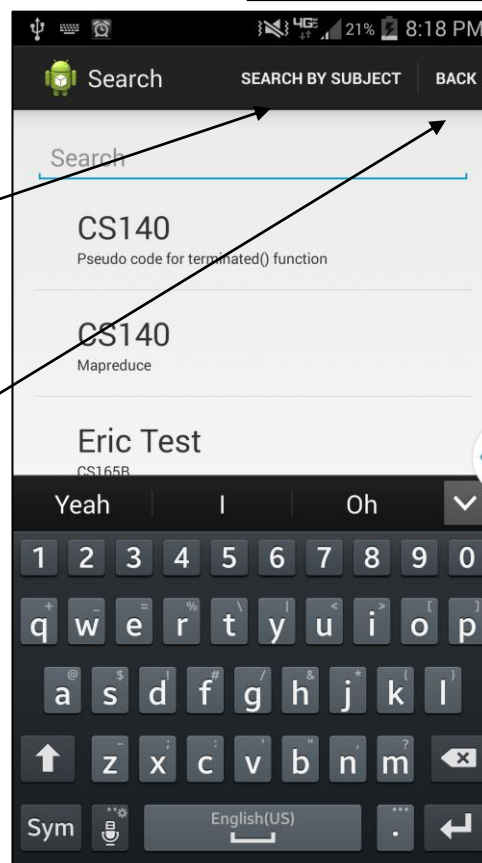
Searching for an old card is just as easy as making a new card, if not even easier. Just start by clicking on the “Search” button.

Clicking the search button take you into a different window that lists all of the cards in your inventory by alphabetical order.



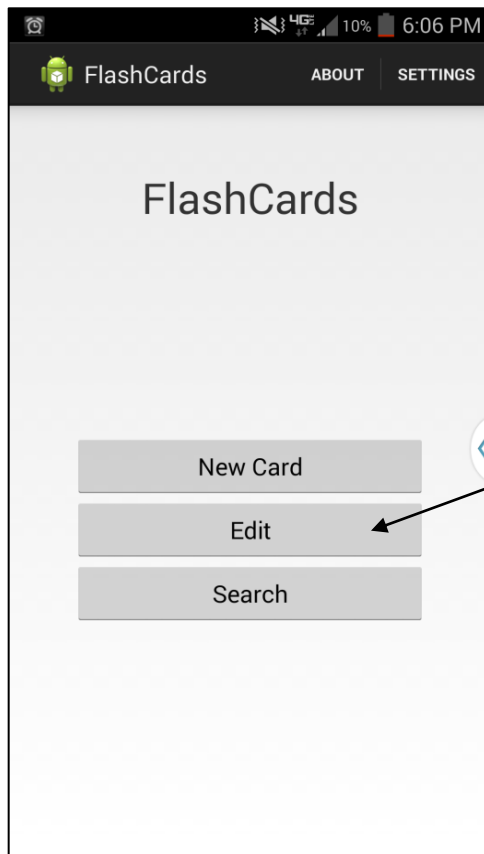
This button will sort all cards by their subjects, bringing up a list of all existing subjects for you to choose from.

This back button will return you to the home screen.



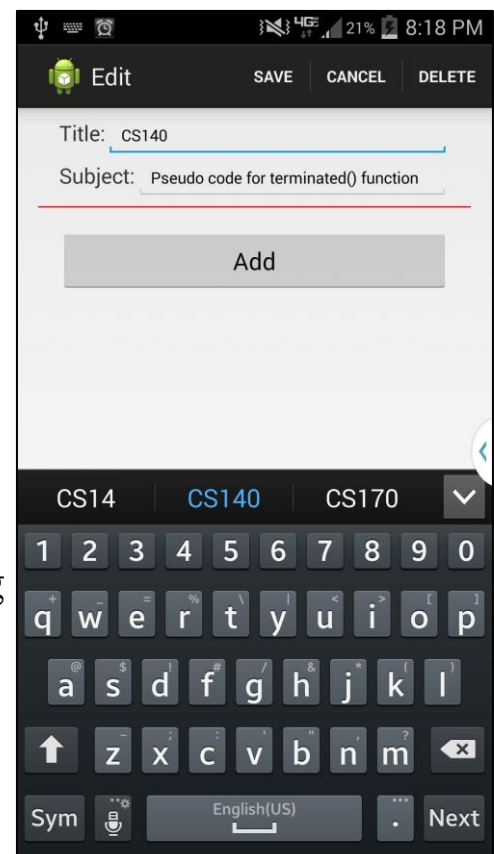
The search bar will auto-complete your search if once you type in the first couple of letters of a subject or title of a card that already exists.

3. Edit Old Cards



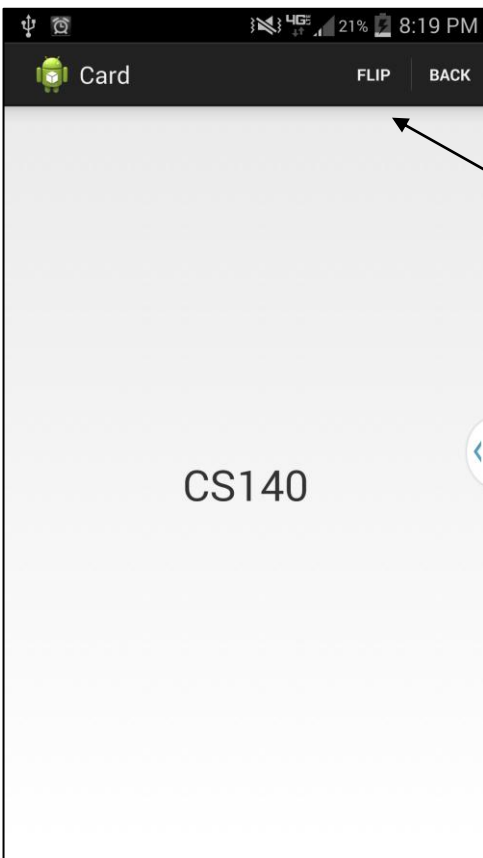
You also have the ability to go back and edit any information in cards that you have already created. To do this, start by clicking the “Edit” button which will automatically redirect you to the same search page as before. Once you have found the card you would like to change, select it and you will be taken to the edit screen.

This may look familiar, however there is one small change: the “Delete” button found in the top right corner. Other than this addition this screen works in the exact same way when you are creating a new card in terms of changing and adding text and text fields. However, the delete button, when selected, will prompt you to confirm your choice to delete the entire card at once.

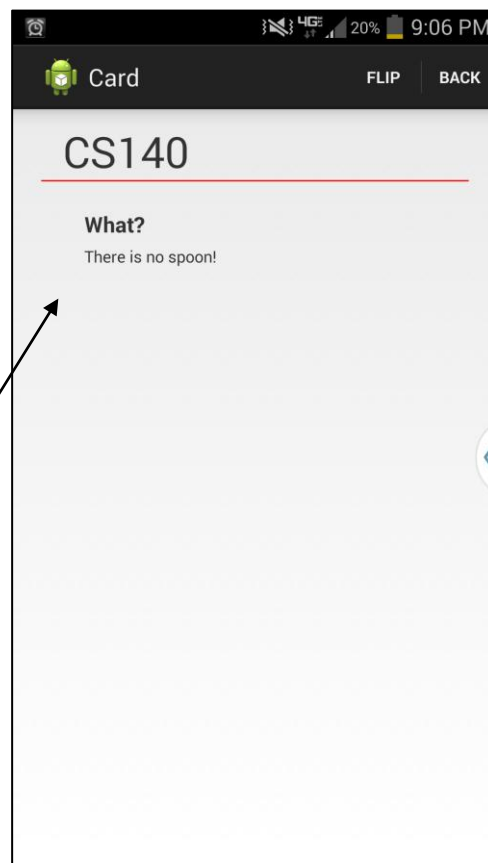


4. Studying Cards

What's the point of making cards if you aren't able to view them and study them for the big test coming up? Fortunately for your grades, and your parents wallets, you can study your cards as much as you want without fear of them falling out of your backpack. Simply click on search and find the card you wish to test yourself on either via title or subject search. You will be greeted with the following screen:

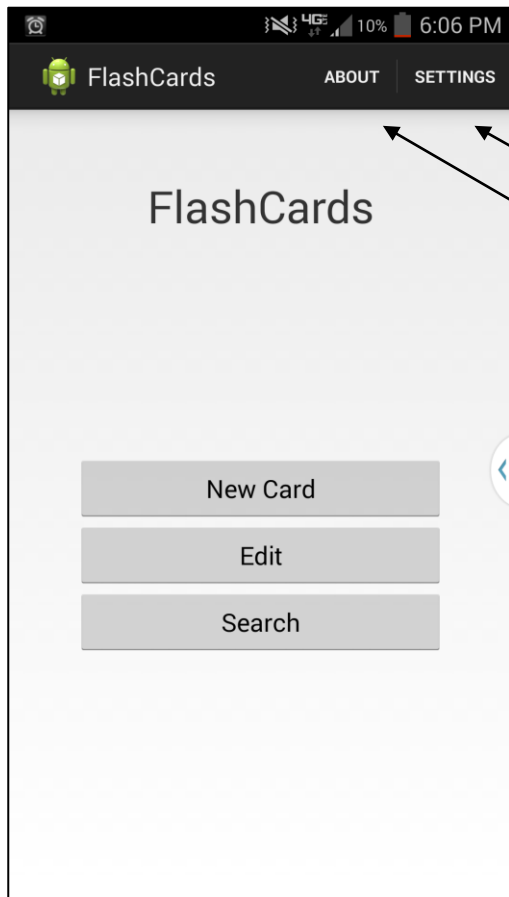


Once you think you know the correct information on the “back” of the card, click on the “Flip” button to reveal the information that you added earlier.



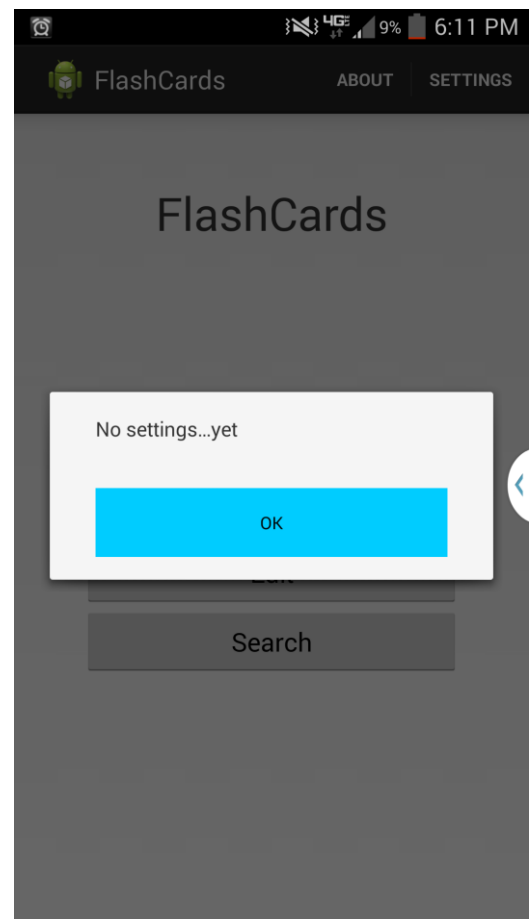
Here is your answer, I hope you it right! If not, study a bit more and come back to it later to try again!

5. Miscellaneous



Now that you are an expert on how to make and use your flash cards, you may have noticed two other buttons that we haven't touched on yet. These can both be found on the main screen as "About" and "Settings".

Neither of these buttons have any use at the moment, but once we implement some settings you will be able to turn on a timer to flip your cards while studying, change your background color, and other cool things to play around with that you couldn't do with normal pen and paper cards!



Lastly, the “About” button lists the names of the four people who created this app to be used by people of all ages in need of some flash card organization.

