

# Schedule Masters

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## Team Members:

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## Program Purpose:

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The purpose of this program is to create and manage events with dates, times, and priorities. Users will be able to add, view, edit, and delete events from their schedule. The program helps users organize their time better by allowing them to categorize events and set reminders.

## Target User Profile:

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High school and college students who need help organizing their academic schedules. These students typically have multiple classes, assignments, and extracurricular activities to balance. They prefer simple, straightforward applications that don't require much setup or learning time.

## Feature List:

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- Add new events with title, date, time, description, and priority level
- Different types of events (Assignment, Meeting, Reminder)
- View all scheduled events sorted by date
- Filter events by type, priority, or date range
- Edit existing events
- Delete events
- Mark events as completed

## Instructions:

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The application interface we want to create will consist of a display area in the center and buttons at the bottom:

Adding Events:

- Click the "Add Event" button
- Enter a title for the event when prompted
- Enter a description (optional)
- Select the event type (Assignment, Meeting, or Reminder)
- Select a category if you have created any
- Fill in the type-specific details:

Assignment: Course name, priority

Meeting: Location, attendee names

Reminder: Priority

Viewing Events: Click the "View Events" button to see all events.

Events are displayed with:

- Event type emoji
- Status indicator
- ID number
- Title and description
- Category (if assigned)
- Type-specific details

Mark Complete:

- Click the "Mark Complete" button
- Enter the ID of the event you want to mark as completed

Managing Categories:

- Click the "Add Category" button
- Enter a name for the new category
- When adding or editing events, you can select from your created categories

Exiting the Application:

- Click the "Exit" button to close the application
- If any time you want to skip entering something for the given prompts, you can always just click next, and it will let you move on without marking that information.

## Class List:

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Event (Abstract):

Role: Serves as the foundation for all event types in the application

Meaning: Defines the essential properties that all events must have. As an abstract class, it can't be instantiated directly, but can be used as a template or blueprint for concrete class event types. Contains common fields: id, title, description, date, status, and category

Assignment:

Role: Represents the academic work assignments that need to be completed

Meaning: Extends the event class with specific features for tracking assignments, including course, priority level, etc

Meeting:

Role: Represents scheduled gathering for people

Meaning: Gets and adds the basic details of the meeting - location, attendees/attendee list, type

Reminder:

Role: Represents simple reminders for tasks or events.

Meaning: Reminds the user when the event is (using date)

Category:

Role: Organizes the events into logical groupings

Meaning: A simple class that allows user to categorize their events

Priority (enum):

Role: Represent the priority of each event

Meaning: Gets and adds the basic details of the importance of each event: Low, medium, high and urgent

EventStatus (enum):

Role: Tracks the current state of events

Meaning: An enumeration of the four possible statuses: Pending, in progress, completed, and cancelled

Notification:

Role: Represents an individual notification message for an event

Meaning: The class has all the information for alerting a user about an event. Contains the message, which is a reference to that event. The class provides methods to determine when the notification should be displayed and the process of it being displayed.

NotificationService:

Role: Manages the collection of notifications.

Meaning: Service keeps track of all the reminders for your events. It makes new notifications whenever you add an event

DateTimeUtil:

Role: Handles date operations

Meaning: Provides helper methods for parsing, formatting and changing dates. Date handling becomes more efficient.

Schedule:

Role: Manages all events and categories

Meaning: Functions include adding events/categories

ScheduleApp:

Role: Creates the UI

Meaning: Sets up the GUI and takes in user input. This is the "main" class that ties everything together. Covers all essential classes.

## Team Responsibilities:

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Aditi - UML Diagram/ReadMe File. Building relationships with classes and using inheritance to amplify them.

Ishanvi - ReadMe File/UML Diagrams. Learned about enum classes and applying them.

Gabby - ReadMe File/Coding of base classes with minimal information

## Known Bugs/Workarounds:

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- Miscommunication about pushing and pulling commits into GitHub

## Key Learnings:

## Credit List:

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- [https://www.w3schools.com/java/java\\_enums.asp](https://www.w3schools.com/java/java_enums.asp)