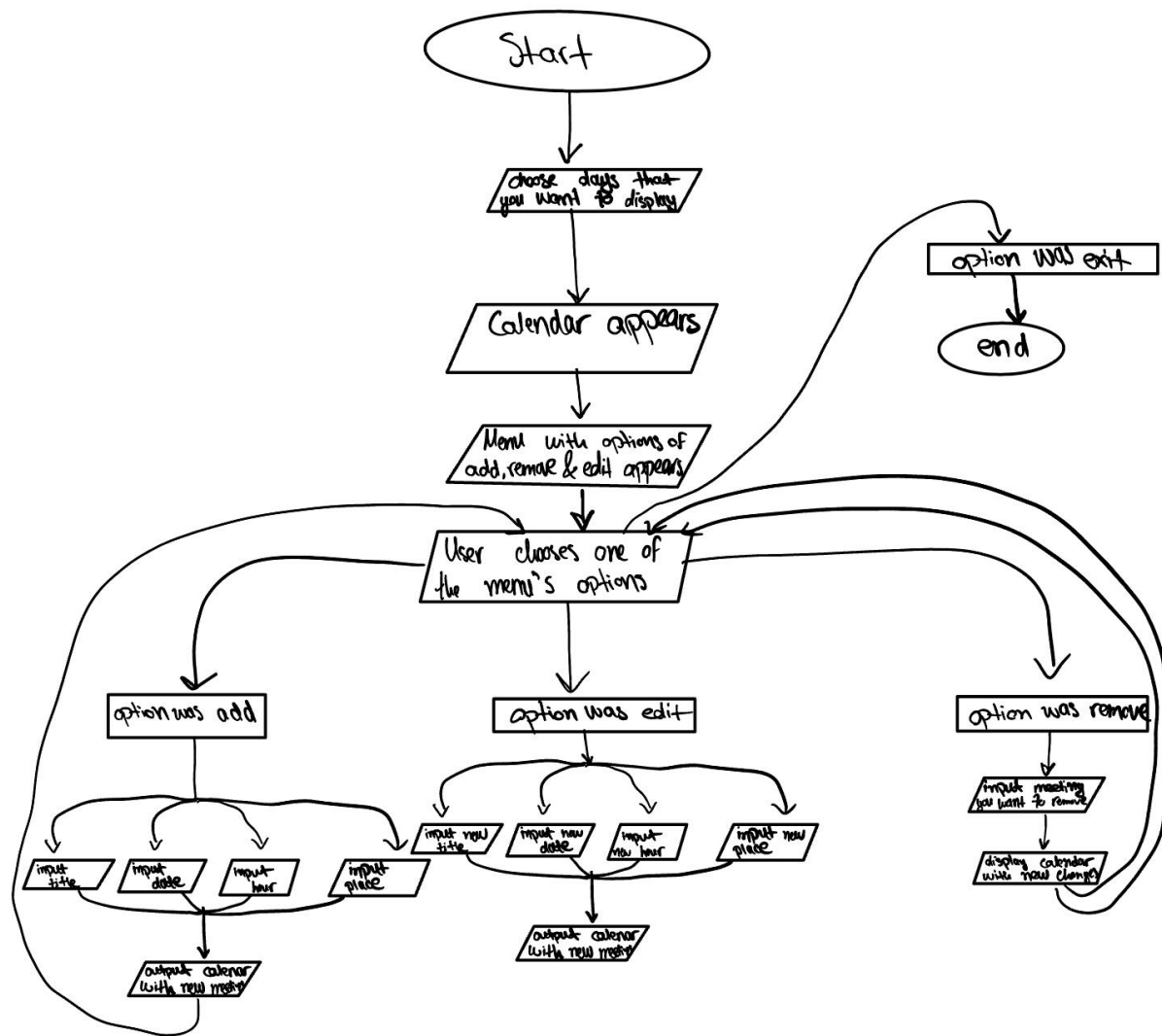


## **Test Plan**

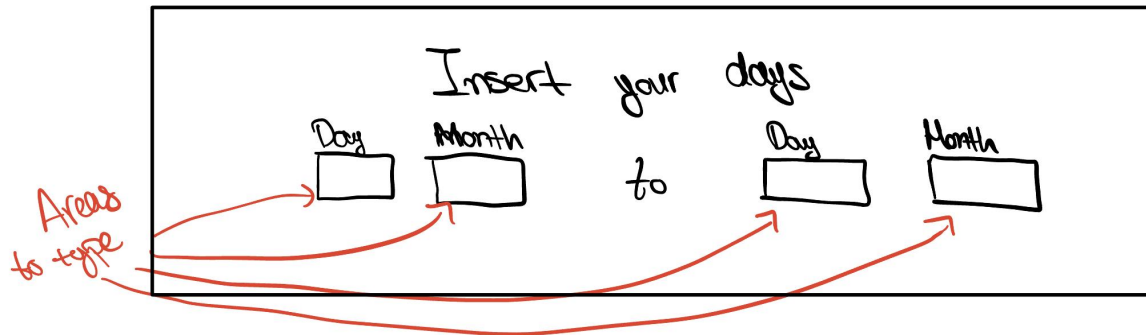
Test Type	Nature of Test
Start the program, try to add a meeting, close the program and reopen it to check if it was saved	Check if the user can add a meeting to the database
Start the program, try to remove a meeting, close the program and reopen it to check if it was saved	Check if the user can remove a meeting from the database
Start the program, try to edit a meeting that already exists, close the program and reopen it to check if it was saved	Check if the user can edit meetings from the database
Try to add a meeting to the program by adding title, day, time and place	The user can input all the necessary information for the meeting
See if the program with the meetings pop up after you choose to open it by the menu	A visualized program of the days asked is appearing in the screen
Press the exit button to see if it works	The exit button closes the program when pressed
Interview with my father	See if the GUI was easy to understand and use

## Flowcharts

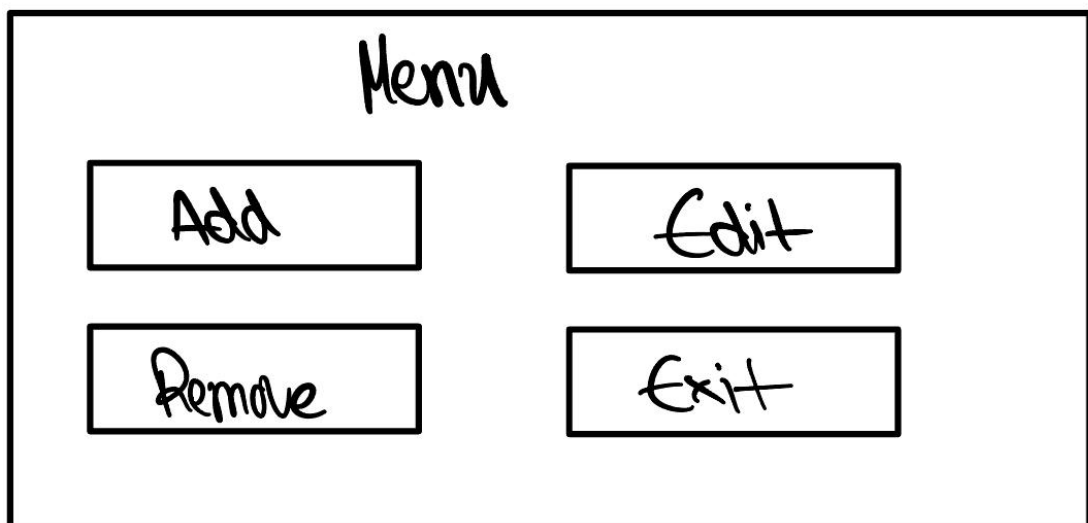


## Graphical Visualization

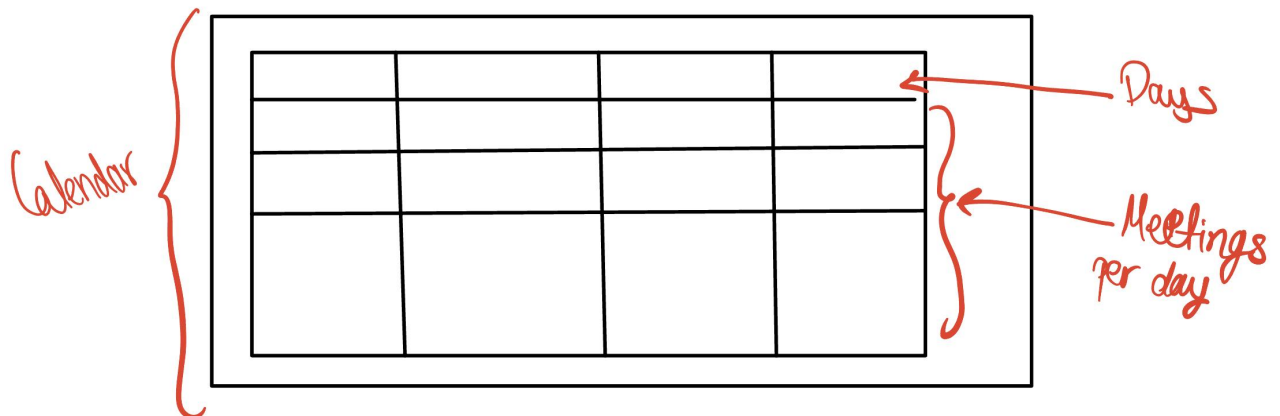
Initial Screen where you decide the days' calendar you want to display on screen. In the screen there is a title which says "Insert your days" and under the title there are 4 areas for the user to type the day and month from and to he wants to see the calendar.



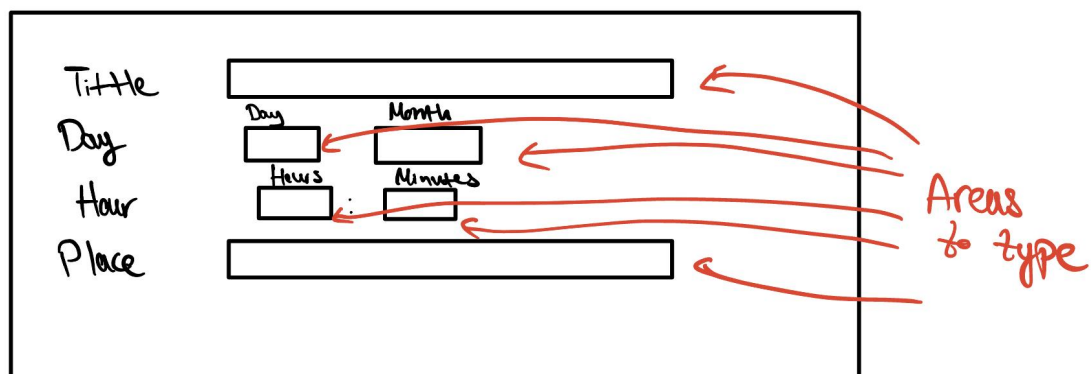
Main Menu with buttons for each option. In the screen there is a title "Menu" and 4 options form adding, editing and removing a button from the database, but also to exit and stop running the program.



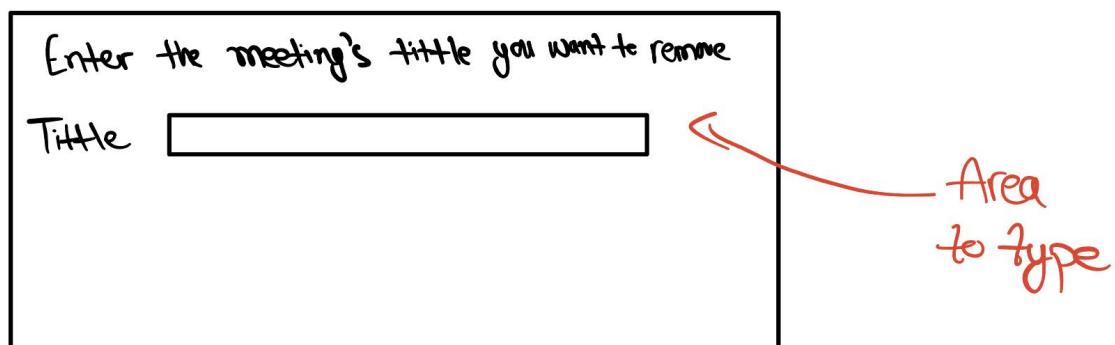
What the calendar will look like. In the screen a table appears which has the days in the first row and under the days there are the meetings sorted based on the time they start.



Screen if option is add. In the screen there are 6 areas for the user to type a title, the day, the time it starts and the place of the meeting.



Screen if option is remove. In the screen there is an area for the user to insert the meeting's title he wants to remove.



Screens if option is edit. In the first screen there is an area for the user to type the meeting's title he wants to edit. After that, another screen will appear that has 6 areas for the user to edit the title, the day, the time it starts and the place of the meeting.

Enter the meeting's title you want to edit

Title

Area to type

Title

Day  Month

Hours  Minutes

Place

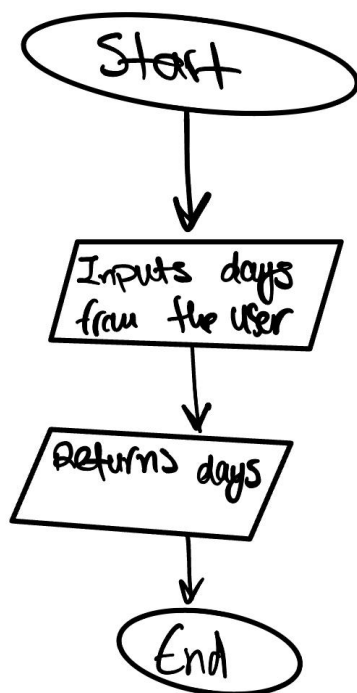
Areas to type (data already exist in spaces)

## Main Functions

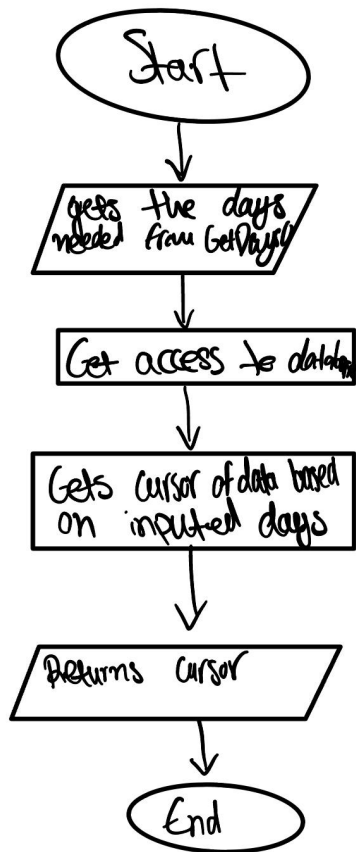
Name	Explanation
GetDays()	A function that gets the days that the user wants to see their calendar on the screen
OpenDatabase()	A function that when called the program gets access to the database and returns the cursor that contains the data of the days the user wants
Calendar()	A function that gets the cursor from the OpenDatabase function and organize the data on a table
Menu()	A function that displays a menu of 4 buttons that each one has a different function. The "Add" button calls the AddMeeting function, the "Edit" button calls the EditMeeting function, the "Remove" button calls the

	RemoveMeeting function and the “Exit” button calls the ExitProgram function
AddMeeting()	A function that inputs the title, day, time and place of the new meeting and stores the data in the database
EditMeeting()	A function that asks the user which meeting he wants to edit and change the data from the cursor
RemoveMeeting()	A function that asks the user the meeting’s title he wants to remove and then removes it from the cursor
ExitProgram()	A function that closes the database with the new cursor and stops the running of the program
main()	The main function of the program in which the program first asks the user for the days by calling the GetDays function, then opens the database by the OpenDatabase function, displays the calendar by calling the Calendar function and the calls the menu function within an infinite loop

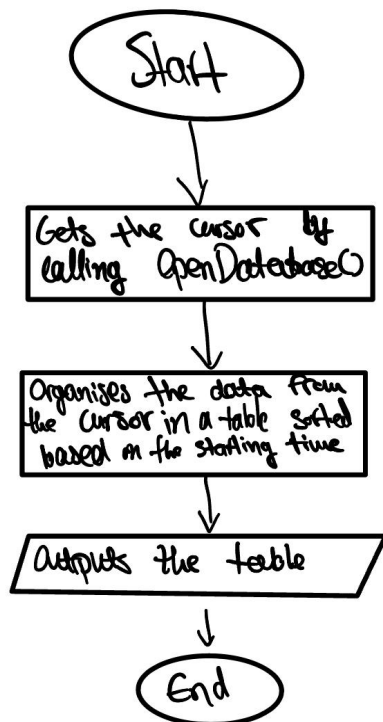
GetDays()



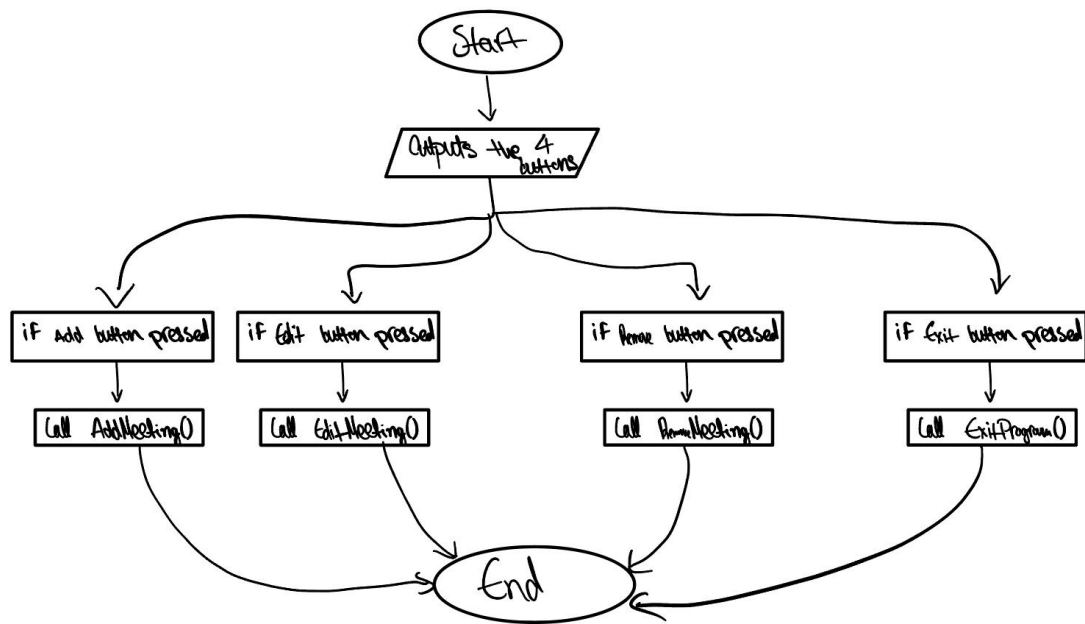
OpenDatabase()



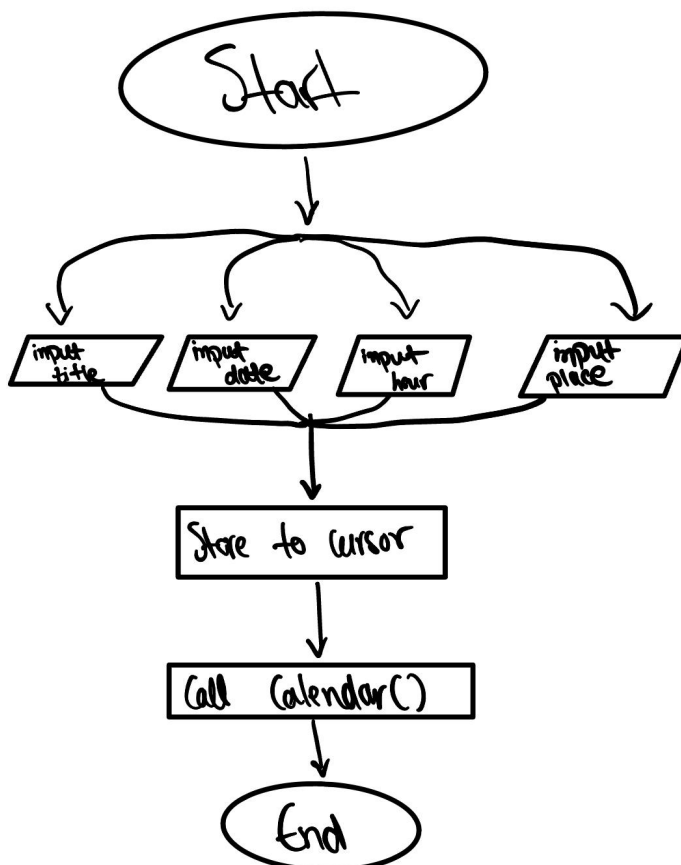
Calendar()



Menu()

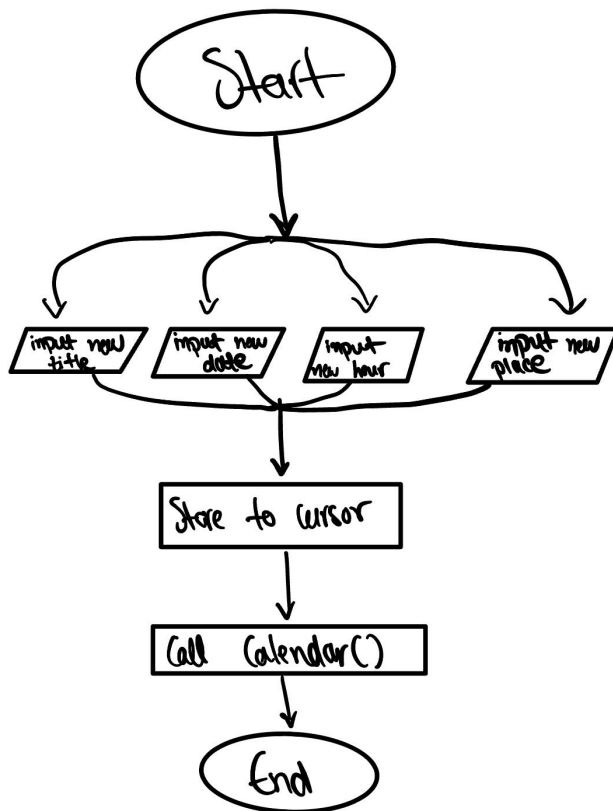


AddMeeting()

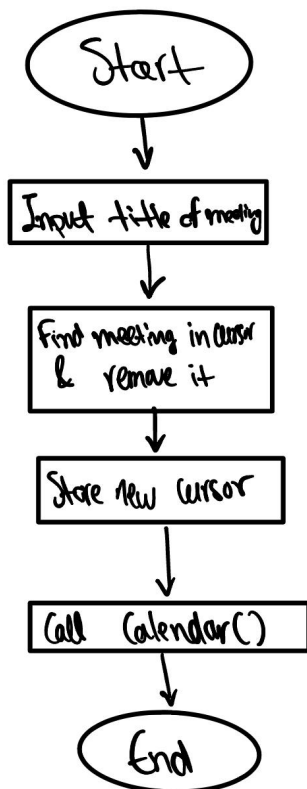




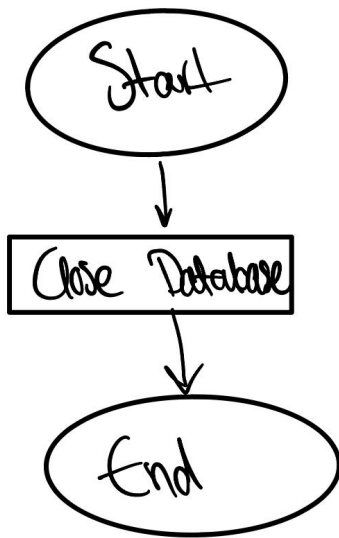
EditMeeting()



RemoveMeeting()



ExitProgram()



main()

