**REMINDER APP(DB BASED)**

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| **No** | **Author** | **Approved** | **Date** |
| 1 | Blesson Andrews Varghese | Yes | 26/05/2018 |
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# Introduction

## Requirement/Purpose

Develop an application to Create, Update & View reminders. It should be a DB based application.

## Project Scope

Privately developed(originally for an internship) and owned

## Overall Description

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# Overall Description

## Product Features

### Create new Reminders and Save to DB

### Edit the created Reminders

### Delete created Reminders

### Refresh

### Show Reminder Alert at specified time

### Auto delete expired reminders

### Support for daily Reminders (repetitive)

## User Classes and characteristics

### Main

Invoke Swing Application

### Application

Handles Swing GUI functionalities which includes Create, Refresh, Delete

### DBHelper

Utility class to manage DB Connectivity

### Reminder

Represent a particular reminder

### ReminderHelper

Utility class to manage loading of Reminders from DB

## Operating Environment

* Operating system: Windows.
* database: H2 Database
* platform: Java 1.7 or above

## Design and Implementation Constraints

To support Daily reminders, Date can be NULL.

It is made mandatory that daily reminder input should not provide Date to avoid ambiguity

Alarm functionality is not implemented and is provided as an alert

## Assumptions

Reminders which are not repetitive and registered with a past time are expired.Such Reminders need to be auto deleted

# System Features

## Description & Priority

The Reminder App creates and maintains information on Reminders set by User. Project have higher priority and must be active always as Reminders can be set for any time

## Response Sequence

### Create a Reminder

### Continuously check whether Remnder time has reached

### If Reminder time has reached, Show Alert

### If Reminder is repetitive, update next Alert time

### if non Repetitive, Reminder is Expired. Delete it after confirmation from user

## Functional Requirements

### H2 Database

Since Number of Reminders created by user is limited and input, output is primarily tex, we can use H2 database

### CLIENT/SERVER SYSTEM

The term client/server refers primarily to an architecture or logical division of responsibilities, the client is the application (also known as the front-end), and the server is the DBMS (also known as the back-end).

A client/server system is a distributed system in which,

* Some sites are client sites and others are server sites.
* All the data resides at the server sites.
* All applications execute at the client sites.

# External Interface Requirements

## User Interface

* Front End: Java Swing
* Back-end : SQL

## Hardware Interface

* Windows

## Software Interface

Following are the software used for the Reminder App

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| --- | --- |
| **Software used** | **Description** |
| Operating system | We have chosen Windows operating system for its best support and user-friendliness. |
| Database | To save the flight records, passengers records we have chosen SQL+ database. |