Mod 1 Project

Chris Schmidlin

Rasmussen College

Author Note

This paper is being submitted on August 11, 2019, for Dr. Mortoza Abdullah’s COP1350C C++ Programming course.

Mod 1 Project

A contact manager is a list of contacts at its most basic form. There’s a list portion where the user can see all the contacts that are available to them while and each contact will have multiple pieces of information associated with it. The interface will be easy to understand and easy to follow so that the learning curve is very shallow to attract more users.

The program will have an online GUI that will have use text blocks for data input so there wont be confusion of where the information goes. Each text box will have data checking features so that the data will all be the same. For instance, phone numbers can be inputted multiple ways but the program itself will be able to translate the data to make it all look the same.

The contact information will comprise of the name, phone number, email, address, work phone, mobile number, and a brief description of the contact. The user will be able to input all the data or just some of the data. There wont be any requirements of how much will have to be inputted. The name will also not have any requirements for what can be inputted. With the ability and trend to make names more and more extreme or different, there is no way to make there be a standard for names.

The user will be able to retrieve all the users in their list or select from the list. They will be able to retrieve just the names or all the information of each individual contact. The point of this program is to make the users life easier and not create another issue that the user will have to learn and adjust to. The main focus is creating and environment of freedom and not restriction.