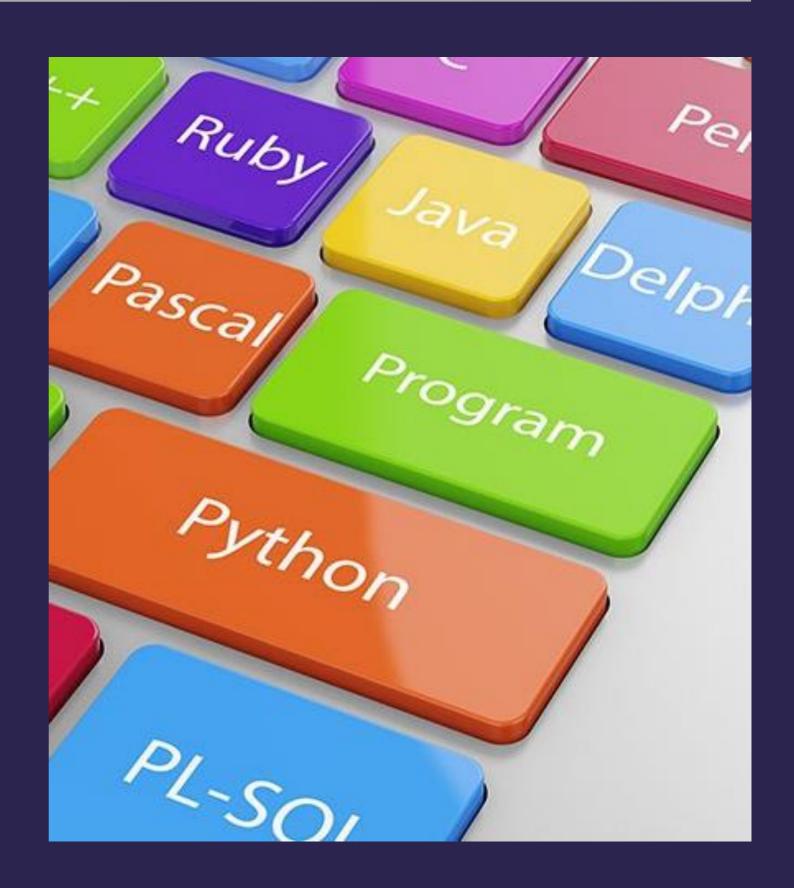
ANNA GŁOWIŃSKA ADAM CZAJKA

FINAL PRESENTATION

- What is Scheduler?
- What language did we use?
- What are the general functions of our project?
- What does our app include?

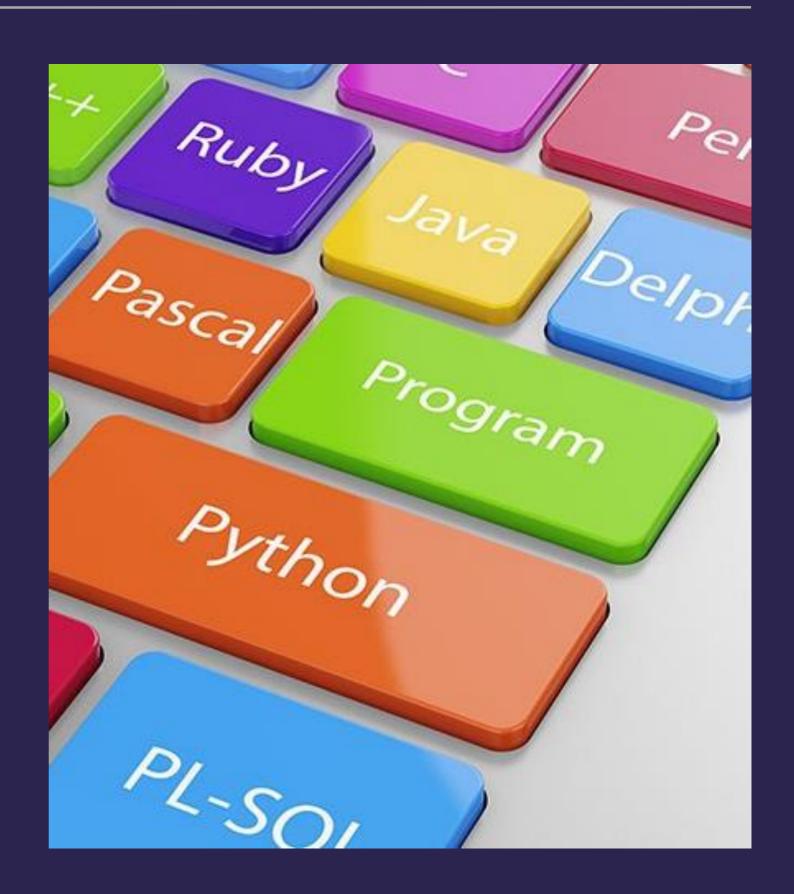
WHAT IS SCHEDULER?

Scheduler application for mobile
devices that helps
effective participation
in the event.



WHAT LANGUAGE DID WE USE?

Application is written in the JAVA programming language.



How does our project help

ogranising events?

- Capabilities of the Scheduler

 loading the event data (information about activities) from internet repository

presenting a list of all available activities

 presenting the details of a specific activity

 create a user plan after adding activities to the user's schedule

displaying the event map

displaying the single event notifications

WHAT DOES OUR APP INCLUDE?

- Main menu
- List of all events
- User's events
- Map
- Desription



MAIN MENU

Main application screen with references to individual application functionalities.



LIST OF ALL EVENTS

List of all activities available at the event.



PARTICULAR EVENT

It is a detailed description of the given class containing information such as the topic of the activity, lecturer, place and time of the activity.



LIST OF USER'S EVENTS

List of activities that the user has selected from the list of all events to be attended.



EVENT MAP

Map of buildings where the event takes place.

On it the user has access to check the path he should follow to take part in individual activities.



DESCRIPTION OF OUR APPLICATION

This description show informations about authors and why did we create the app.



GANTT DIAGRAM



ABOUT

Application is made

as a part of a IT PROJECT A

on John Neumann University

THANK YOU FOR ATENTON

