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FINAL DOCUMENTATION
project: Java aplication for Android - Scheduler

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1 General informations

1.1 Name of application

Scheduler - application for mobile devices that helps effective participation in the event. Application is written in the `Java` programming language.

1.2 Basic concepts of application

Main menu - main application screen with references to individual application functionalities (described below).

List of events - list of all available activities available at the event.

Event details - a detailed description of the given class containing information such as the topic of the activity, lecturer, place and time of the activity.

User schedule - list of activities that the user has selected from the list of activities to be attended. Based on this User schedule, a plan is created about how the user should move around the event area.

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.

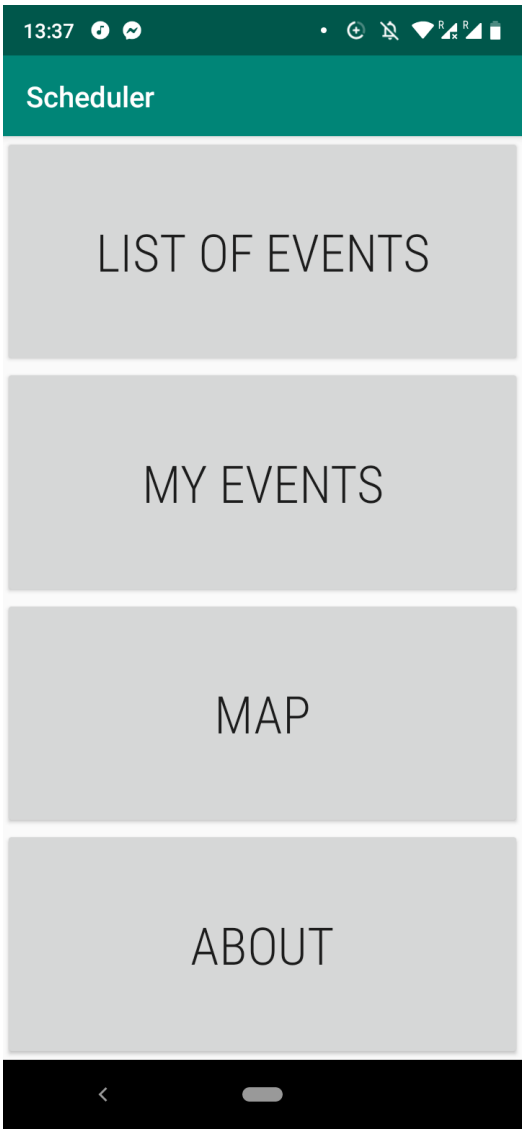
1.3 Problem to solve

The task of the mobile application named *Scheduler* is to simulate participating in an event. The simulation is based on the classes selected by the user. Each application user can create his own class schedule, owing to which user will be able to optimally participate in the classes he chose.

In addition, the application shows all the activities that take place within the event along with their detailed description. Application shows informations such as the description of the activity, the lecturer, time or place.

2 Graphical user interface

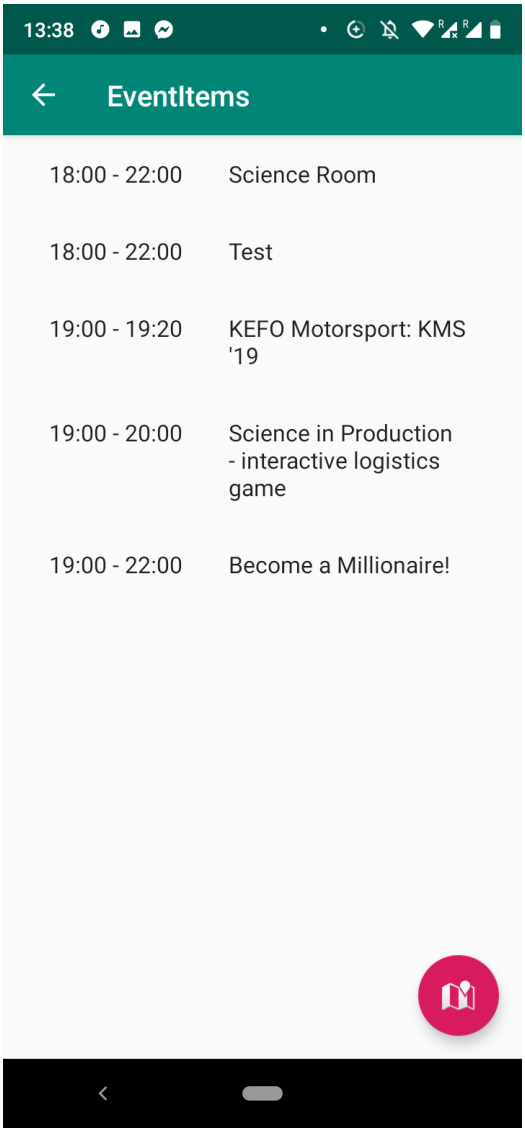
2.1 Description of Main Menu



Main Menu of Scheduler application.

Main Menu has four options to choose from, such as: List of events, My Events, Map and About. If the user touch any of options, the application goes to this menu option.

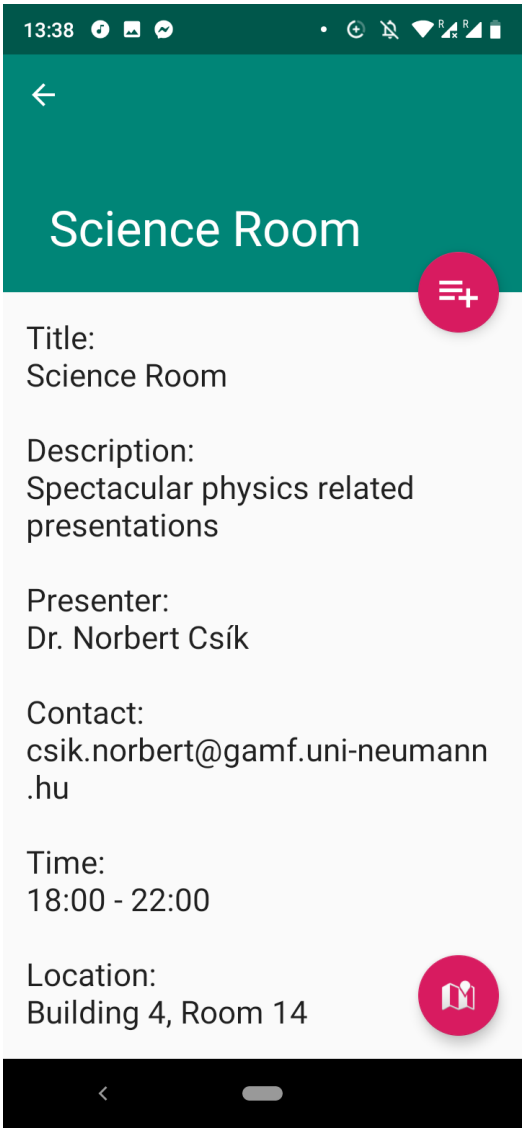
2.2 Description of List of all events



List of all events.

List of events looks like a menu with many options to choose from. If the user wants to know more about the activity, user must go to the detailed description of the activity. From this menu user can also see the map of all events.

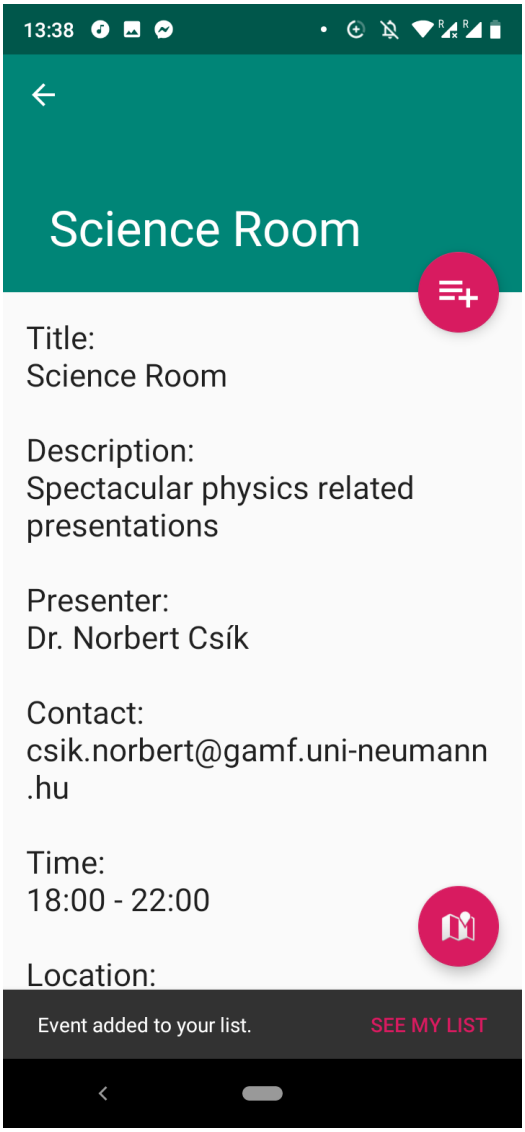
2.3 Description of particular event



Particular event.

Description show more details about activity such as the topic of the activity, lecturer, place and time etc. From this menu user can add this event to My List or see the localisation of the event on the map.

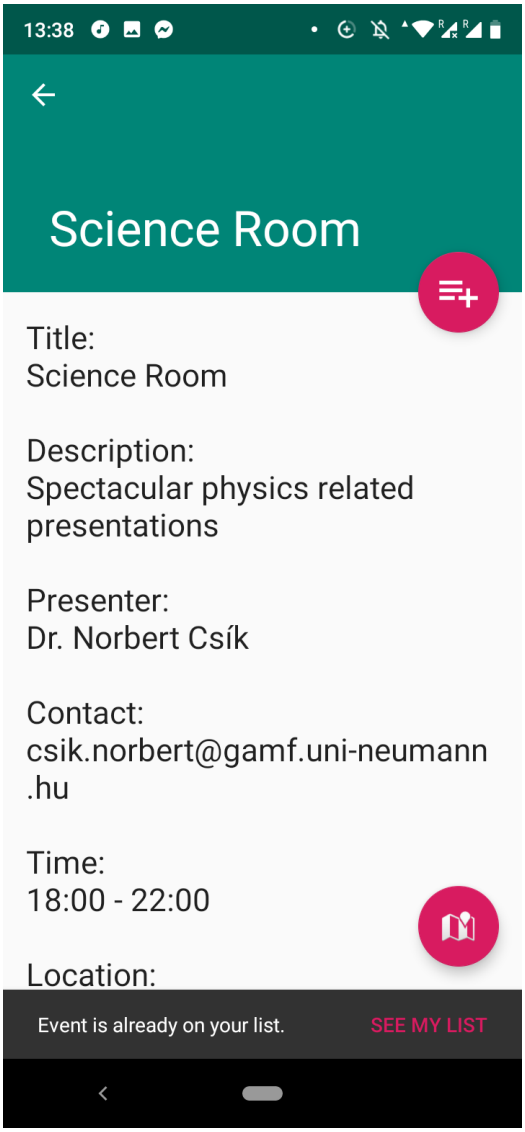
2.4 Adding particular event to My Events



Adding event to My Events.

While user click the button to add the event to My List, user get the notification that Event is added to My List. During this time user can also see the list of user's events by clicking "see my list".

2.5 Particular event already in My Events



Event is already in My Events.

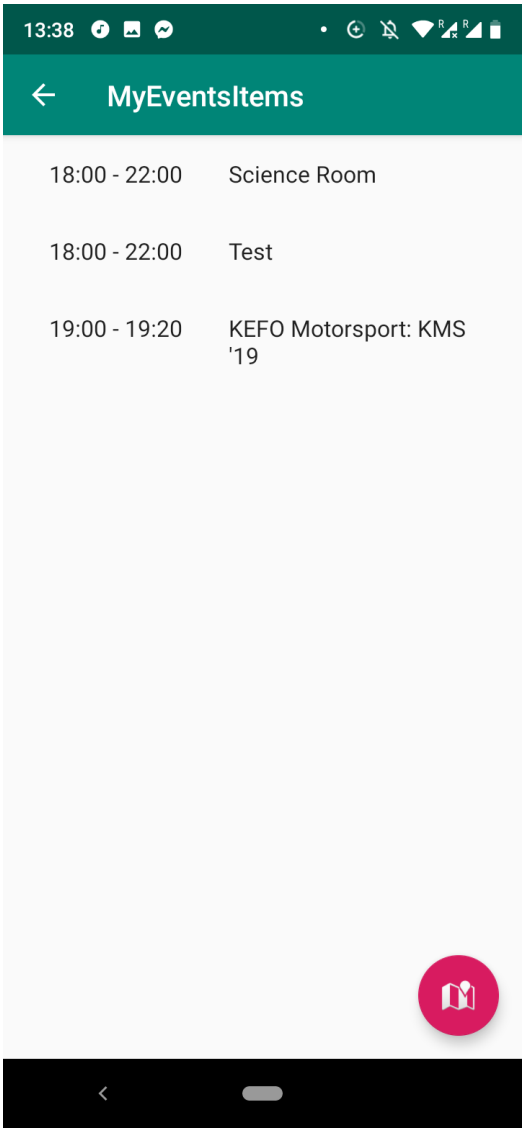
While user click the button to add the event to My List not for the first time, user get the notification that Event is already on My List. During this time user can also see the list of user's events by clicking "see my list".

2.6 Particular event shown on the map

Event's location on the map.

While user click the button to see the map, user can see the location of the event on the map. The location is marked with the red pin and has a description in which building and room the event takes place.

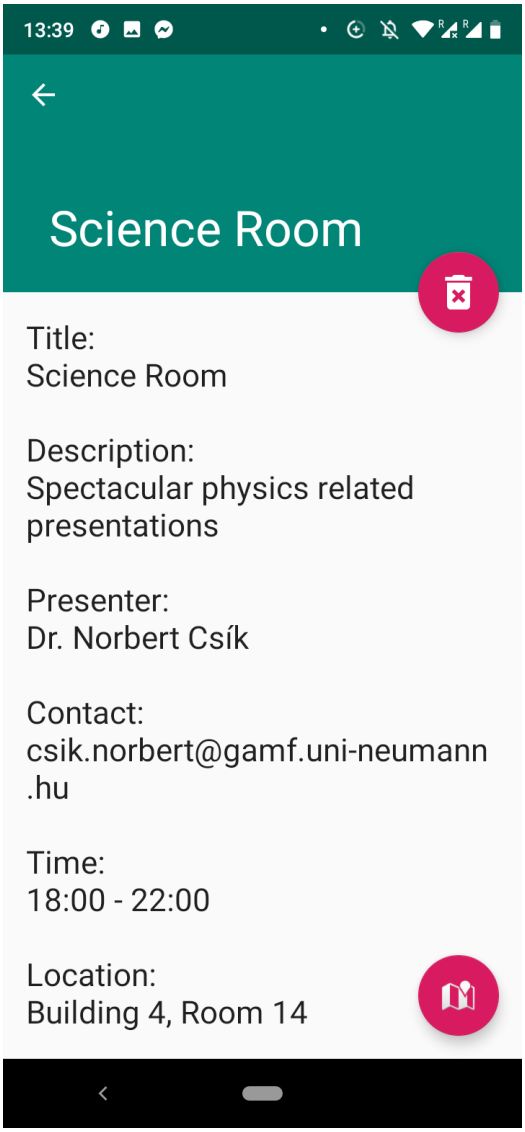
2.7 Description of List of user's events



List of user's events.

List of user's events looks like a menu with many options to choose from. If the user wants to know more about the activity, user must go to the detailed description of the activity. From this menu user can also see the map of the events that user selected from List of all events.

2.8 Deleting particular event from My Events



Deleting event from My Events.

Description show more details about activity such as the topic of the activity, lecturer, place and time etc. From this menu user can delete this event from My List or see the localisation of the event on the map. While user click the button to delete the event from My List, this event is removed from My List.

2.9 User's events shown on the map

User's events locations on the map.

While user click the button to see the map from Main Menu, user can see the location of the events, that user selected, on the map. Locations are marked with the red pins and while clicked show a description in which buildings the events takes place.

3 Description of functionality

3.1 Programming language

Aplication *Event Planner* is written in `Java`.

3.2 Capabilities of the Event Planner

Tasks that the application is possible to perform:

- loading the event data (information about activities) from the file in the `TSV` format,
- presenting a list of all available activities,
- presenting the details of a specific activity,
- create a user plan after adding activitiess to the user's schedule,
- displaying the event map,
- displaying the notifications 30 minutes before the particular event starts.

3.3 Input data

The program will operate on an input file of `TSV` format.
TSV is a file extension for a tab-delimited file used with spreadsheet software. TSV stands for Tab Separated Values. TSV file is essentially text files, and the raw data can be viewed by text editors, though they are often used when moving raw data between spreadsheets.