Fun with Shopping-Journal

Completed

Did not Complete

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| 31/03/2017 | * Create Project * Create interface   Notes:   * Almost Completed UI. |
| 1/04/2017 | * Complete interface * Add Items * Make them look normal   Notes:   * Ran into a problem where the UI loads too big for the window. Have to ask Mr Dingle on monday. * Starting UI again but as a stackpanel. * I successfully solved the problem using a combination of stackpanels and dockpanels. * I successfully added all of the items from dingles program. * I need to ask Mr Dingle what the problem with grids is.   **Part II**   * Create the list switch mechanic * Create a mechanic to change "Number of Items" * Create a mechanic to change "Total Costs" * Make the Cost show with two decimal points all the time   Notes:   * Ran Into an error that occurs when the user attempts to move an Item. MUST SEE DINGLE. * I have absolutely no clue how to make 2 decimal points show at all times. I'm not Switch and caseing or if and elseing everything. Dingle will show me on monday... yes, he will solve my problems. |
| 3/04/2017 | * Create a mechanic for the 'total cost' to show two decimal points at all times. * Create Categories for the Items * Create a stacking mechanic for the Items   Notes:   * Used String.Format to fix decimal points * Ran into issue where taking Items back would not work, fixed by removing an 's' from Items. .\_. * Creating categories was easy. Did them as I thought I would. * Stacking was the same but needed some fiddling around * Was informed not to use margins in grids to solve yesterday's problem |
| 4/04/2017 | * Check to all the other parts of the assessment. * Fix the column sizes. * Create a User Manual.   Notes:   * Ran into problem where columns weren't big enough * Identified all of the parts chapters that I need to create for the User Manual. |
| 5/04/2017 | * ~~Create the User Manual "Introduction" chapter~~ * ~~Create the User Manual "User Interface" chapter~~   Notes:   * Decided to Create the Program with multiple languages as an extra feature. * Leaving User Manual for after the program is done.   End Notes.   * Research the use of "Internationalization"   Notes:   * Upon research I discovered that internationalization is an advanced method of creating programs with multiple languages. * Decided to not use the method   **Part II**   * Create the UI for a language selection window.   Notes:   * Creation of UI successful * Ran into an issue were I was unable to make changes to the main window through the language selection window. * Fixed the issue by using 'static' classes with 'static' variables. |
| 6/04/2017 | * Create a database of the terms used in the software in Arabic and Chinese(simplified) * Complete the coding of the "Arabic" button in language selection.   Notes:   * Ran into an issue were ComboBoxItems were unusable in Arabic.   End Notes.   * Redesign the ComboBox to support all languages.   Notes:   * Issue Solved! * Had to create a system were 3 sets of Items are added. One for each language. Once the language is selected, the other two sets are destroyed. I needed to create this system because the names of the Items in the ListView were different than the ones in the coding of the ComboBox. |
| 9/04/2017 | * Complete the code for the "Chinese" button in the language selection window * Find bugs and DESTROY THEM.   Notes:   * Made a small tweak after finishing the Chinese translation. Now changed the language selection buttons: "Arabic" is now "العربية" and "Chinese" is now "中文". * Made a small tweak to realign the text in Chinese mode. * The ComboBox does not work in Chinese. X( * Fixed it by TYPING THE CORRECT 'LISTVIEW' INTO THE CODE. |
| 30/04/2017 | * Redesign the UI to include buttons for available Items rather than a ListView * Redesign the UI to include RadioButtons for categories rather than a ComboBox * Adapt the code of the buttons to the new UI * Continue coding buttons to make them functional in other languages * Adapt the code of the radio buttons so they disable buttons that aren’t in the appropriate category * Fix the problem were the program crashes when nothing is selected but the user clicks “remove”.   Notes:   * Fixed the issue by enabling the button whenever the selection is changed, but disabling when a new item is added. |
| 1/05/2017 | * Double Check Translations * Start User Manual * Change Window titles   Notes:   * Changed Frangapanie translation in Chinese. * Changed “MainWindow” to “Fun with Shopping” and “Window1” to “Language Selection”.   **Part II**   * Complete User Manual * Add comments to code   Notes:   * Added a little something in the User Manual Terms and Conditions XD * I believe I finished the assignment. * Reviewed the marking criteria and appear to be done * Must ask Mr dingle if we must use arrays or lists and if this Journal will lose me marks. |
| 2/05/2017 | * Created new Image of UI for User manual * Created new images for different states the software can be in * Created new images of the software in Arabic and Chinese * Completed all chapters of user manual. |
| 3/05/2017 | * Make some final touch ups to the User Manual * Make sure there are no outstanding bugs * Submit!   Notes:   * Added Context Section to User Manual * Fixed some spacing |
| 5/05/2017 | AHHH!!! Finn just told me that there is no cost displaying on the items!!! I quickly made some tooltips to fix the issue.   * Added tooltips to display the cost of available Items * Made a quick edit in the available items section of the User Manual explaining how to view an item’s cost. * Got ready to hurt my head trying to figure out servers   Submit!!! |