2021S CSD 3183 4 [B107] MOBILE DEVELOPMENT

PROJECT REPORT

ON

TO DO TASK

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Project Github Link :-

https://github.com/gurpreetaulakh2992/GroupProject_TODOTASKS

Introduction

The main aspects of this project is to understand the problems associated with poor management of scheduling systems such as daily task schedule in the form of To Do list for which we are trying to find the solution. And to implement that, we have to do a systematic planning. We have to first define our aims and objectives to be achieved throughout the whole project lifecycle. After that the scope of the project and the schedule in which the project has to be completed. The environment in which we are going to implement the model has to be considered and corresponding steps have to be taken for that. Also, a positive approach for the successful completion of the project would be a boost for the team-members.

The summary of the project can be further divided into modules based on client interaction with the application. It is basically an android application through which client will be able to access their day to day list details, modify them, perform certain transactions such as input, delete or just modify in order to check their items on the list.

We have divided all the modules based on customer interaction and tasks associated with the application. We have basically used java and android technology for making this application project.

Description and Project Requirements

"To Do List refers to system that enable user to access their personal list of task and general information on all the services associated that can be implemented on the tasks through their android device.

- The main goal is to manage list and tasks inside.
- Users can access their tasks anywhere in the real world through mobile device.
- Each user will have unique id associated with their tasks.
- User can also request details about their recent tasks.
- The application provides user friendly layout.
- User can share the list and tasks.
- User can change tasks anytime.
- User can delete the tasks.
- Check box feature provides tasks completed or not indication inside the application.

Minimum Requirement

Software	Hardware
Windows or Linux or Mac	Processor : Any
Interface : Android	Hard Disk : 50GB
Java	Ram : 8GB or more
Database: SQL	Any screen
Android Studio : x86_64 CPU	

We used AEIOU method for this Project

AEIOU is an investigative tool to help interpret observations gathered by ethnographic practices in the field. It is an Observation tool. Its two primary functions are to code data, and to develop building blocks of models that will ultimately address the
objectives and issues of a client. AEIOU stands for 5 elements to be coded: Activity, Environment, Interaction, Object, and User.

● **Activities** are goal-directed sets of actions—paths towards things people want
to accomplish. It is the modes people work in, and the specific activities and processes they go through. In our project, it includes the observation of activities
done by Blind people

● **Environments** include the entire arena where activities take place. It is the character and function of the space overall, of each individual's spaces, and of shared spaces. In our project, environment of blind people is described.

● **Interactions** are between a person and someone or something else; they are the building blocks of activities. It is special interactions between people, objects in their environment. In our project interactions with blind people are described.

● **Objects** are building blocks of the environment, key elements sometimes put to complex or unintended uses (thus changing their function, meaning and context). They are the objects and devices people have in their environments and the way they relate to their activities.
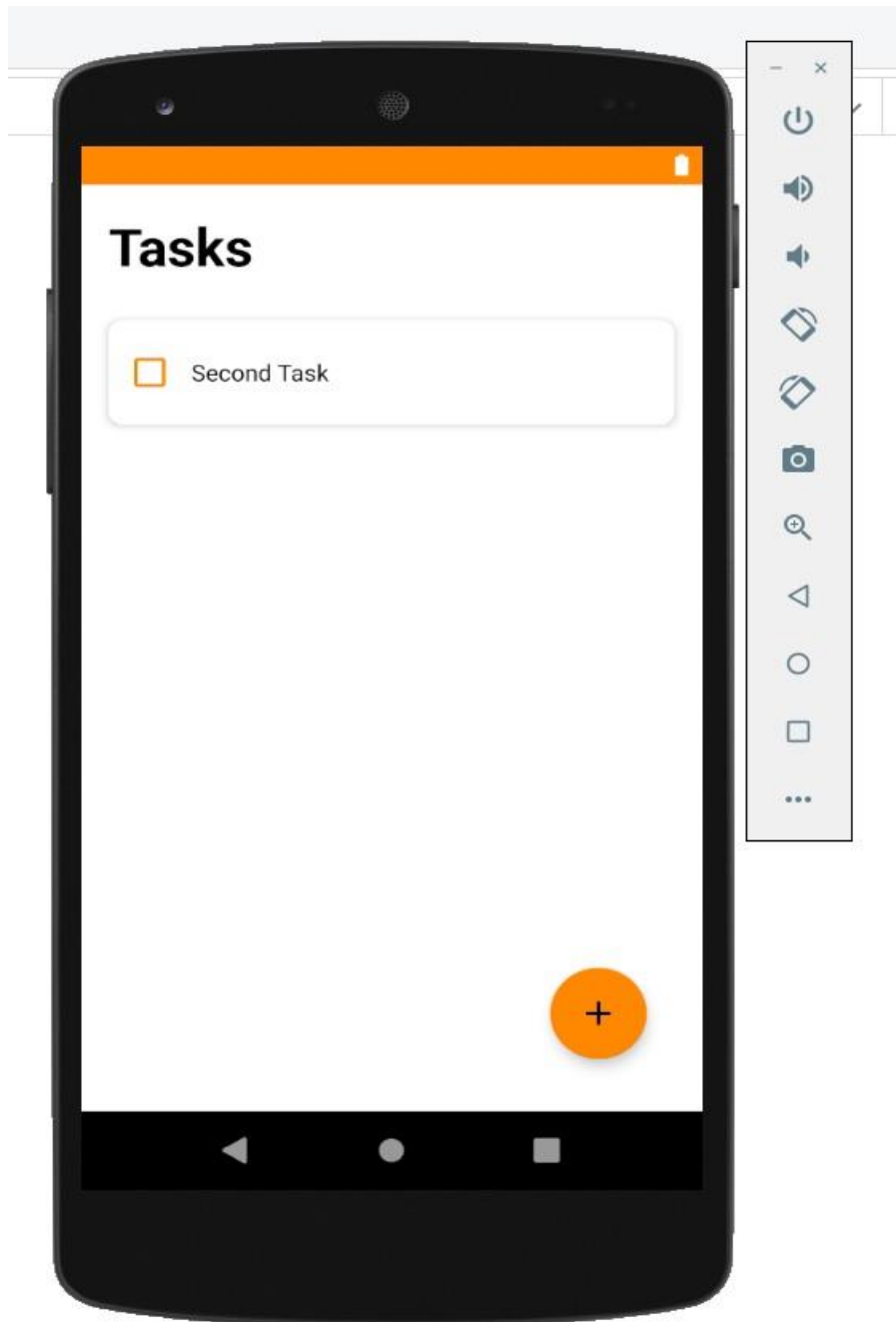
● **Users** are the people whose behaviours, preferences, and needs are being observed. Their roles and relationships. Their values and prejudices.

So to put simply, the AEIOU method elements for this project will be:

➔ Activities : Customer facing difficulty accessing their tasks, People forgetting items from grocery store, People not managing their tasks, Bugs in the system.

➔ Environment: Mobile device, User's Devices, Browser, operating system speed and Application accuracy. Mobile user interface.

➔ Interactions: User requesting list details, user request to edit the tasks, user request to delete list, User resetting the tasks.

➔ Objects: Personal environment, Mobile, Database.

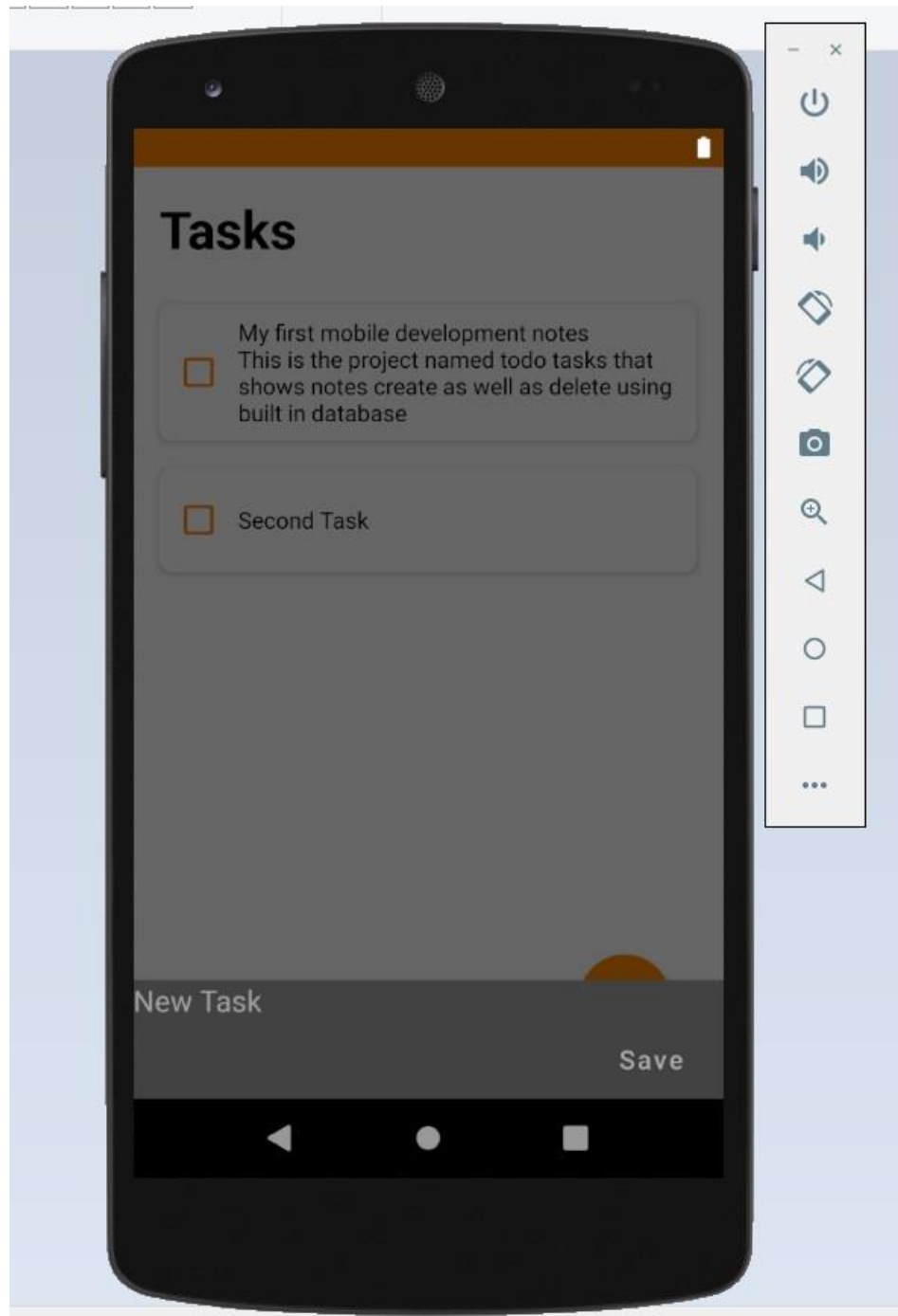➔ Users: Family members, Working employees, Students, Elderly people, All age group users

Working of Application (Step By Step)

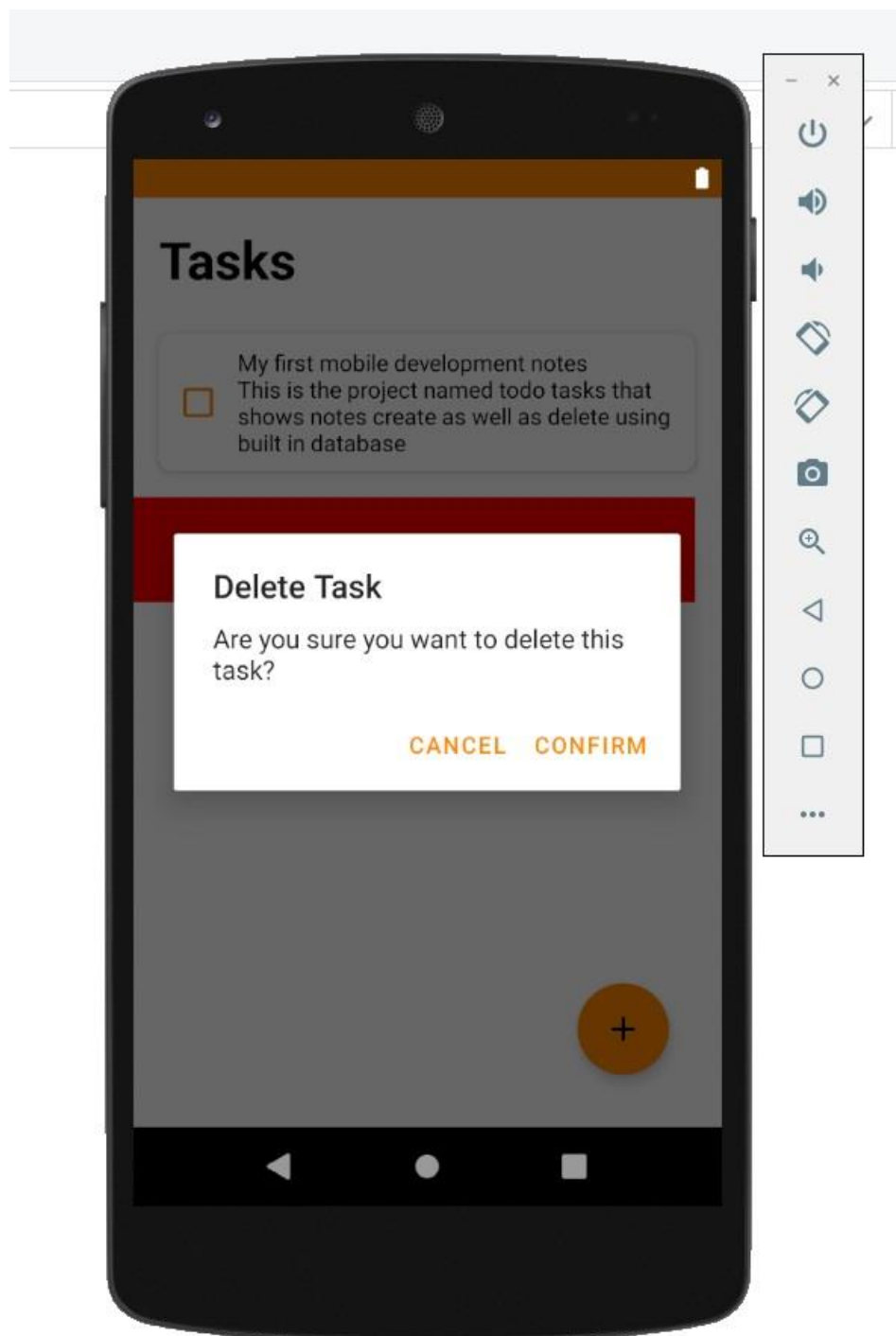## 1. Home Screen of The Application

User can add new tasks by clicking on the plus sign floater icon.

2. New Task added now to input the details. Then user can save the task and it will get added to the list in the application.
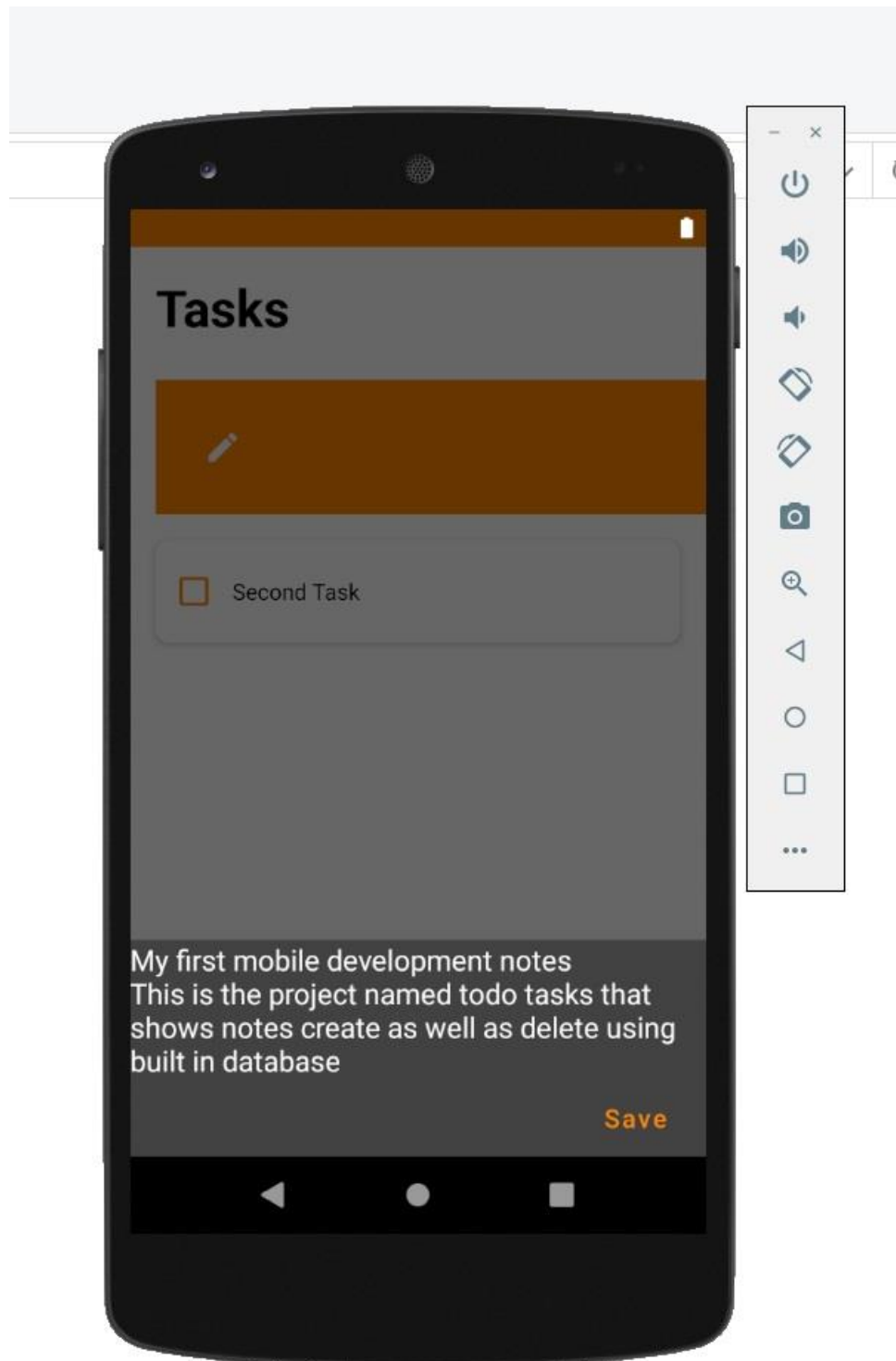
3. User can delete the task by swiping left. A pop up will confirm action from user. It is best practice to confirm from user about the deletion of the task.

4. User can edit the task by swiping right. Thus, it will allow to edit or modify any task anytime without any issue and it can be saved later too. This ensures flexibility for the user.

Conclusion

The project is developed to provide smooth and seamless task management experience to all the users. Since the world is going digital and it becomes great responsibility to make everything available digitally to the consumer so that they need not to write down everything on a regular basis. We have tried every possible way to address all the bugs and exception into our android application to improve it. We also made few plans to improve this current version into more fast and with more functionalities like user registration form, user profile management module and online sharing of the lists with more security like implementing fingerprint data in to the current database for login into the application. Thank you for reviewing the project report on To Do Task made with Java and android studio.