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An AUTONOMOUS Institution  
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**CS19611 - MOBILE APPLICATION DEVELOPMENT PROJECT  
REPORT**

**NOTABLE – EVENT DATES MANAGEER**

*Submitted by*

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**BONAFIDE CERTIFICATE**

This project report titled "**NOTABLE - EVENT DATES MANAGER**" is the bonafide work of **HARSHINI AKSHAYA A S (220701088)**, who carried out the work under my supervision. Certified further that to the best of my knowledge, the work reported herein does not form part of any other thesis or dissertation based on which a degree or award was conferred earlier.

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# CHAPTER 1

## ABSTRACT

*Notable* is a simple and user-friendly mobile application that helps users keep track of important dates and events. It is developed using Kotlin in Android Studio. The main goal of this app is to make it easier for users to remember important occasions like birthdays, anniversaries, deadlines, and personal reminders.

Users can add, edit, and delete events easily. The app allows setting reminders so that users get notified before an event happens. Events can be organized by date, and users can view upcoming events in a clean and clear layout. The app stores data locally, so users can access their events anytime, even without an internet connection.

The design is simple, clean, and easy to use for all age groups. *Notable* uses basic Android components and follows good development practices to ensure smooth performance on most Android devices.

This project was created to solve a common problem — forgetting important dates. With *Notable*, users can stay better organized in their daily lives. Future updates may include features like syncing with Google Calendar or backup options for more convenience.

## **CHAPTER 2**

### **INTRODUCTION**

#### **2.1 GENERAL**

**Notable** is a simple and efficient mobile application developed to help users keep track of important dates and events in their personal and professional lives. Built using Kotlin in Android Studio, the app provides a clean and user-friendly interface where users can add, view, edit, and delete reminders for special dates such as birthdays, anniversaries, appointments, and deadlines. All data is stored locally on the device, allowing users to access and manage their schedules without an internet connection.

#### **2.2 OBJECTIVE**

- To create an mobile app that helps users manage and important dates.
- To improve user experience through clear layouts, timely reminders, and smooth navigation.
- To ensure offline accessibility and data privacy by storing locally.

#### **2.3 EXISTING SYSTEM**

Many existing event reminder applications are either overloaded with features requiring complex setups, account creation, or internet connectivity, or they lack essential functionality like event organization and custom notifications. Some apps even display intrusive ads or request unnecessary permissions, affecting user privacy and experience.

## CHAPTER 3

### LITERATURE SURVEY

A variety of mobile applications currently cater to event management and date reminder functionalities. Popular apps like **Google Calendar**, **Microsoft Outlook**, and **Any.do** offer advanced features such as syncing across devices, cloud backup, shared calendars, and integration with email services.

However, several limitations are commonly observed in these systems:

- Requirement of account creation and internet connectivity for basic usage.
- Privacy concerns due to data being stored on external servers.
- Frequent ads or subscription-based models that restrict full access in free versions.

Studies in mobile app usability suggest that users often seek lightweight, offline-first applications for managing personal events, especially those who prioritize simplicity and privacy. Research also shows that many users find calendar apps overly complex when all they need is a quick and reliable way to note down important dates.

Feedback from everyday users indicates a growing demand for clean, clutter-free apps with core functionalities like adding, editing, and deleting reminders, all within a locally stored environment. This insight supports the development of Notable, which aims to deliver a minimal yet effective experience for event tracking and reminders.

## CHAPTER 4

### PROPOSED SYSTEM

#### 4.1 SYSTEM OVERVIEW

**Notable** is a lightweight and user-friendly mobile application that helps users keep track of important dates and events. It improves upon existing complex reminder apps by offering a minimal and focused experience. The app allows users to add events by entering an event name and date, stores this data locally using SQLite, and provides options to view or delete entries. The interface includes a welcoming message and a "Get Started" prompt to guide users through the process. With offline access and no unnecessary permissions, Notable ensures user privacy and ease of use.

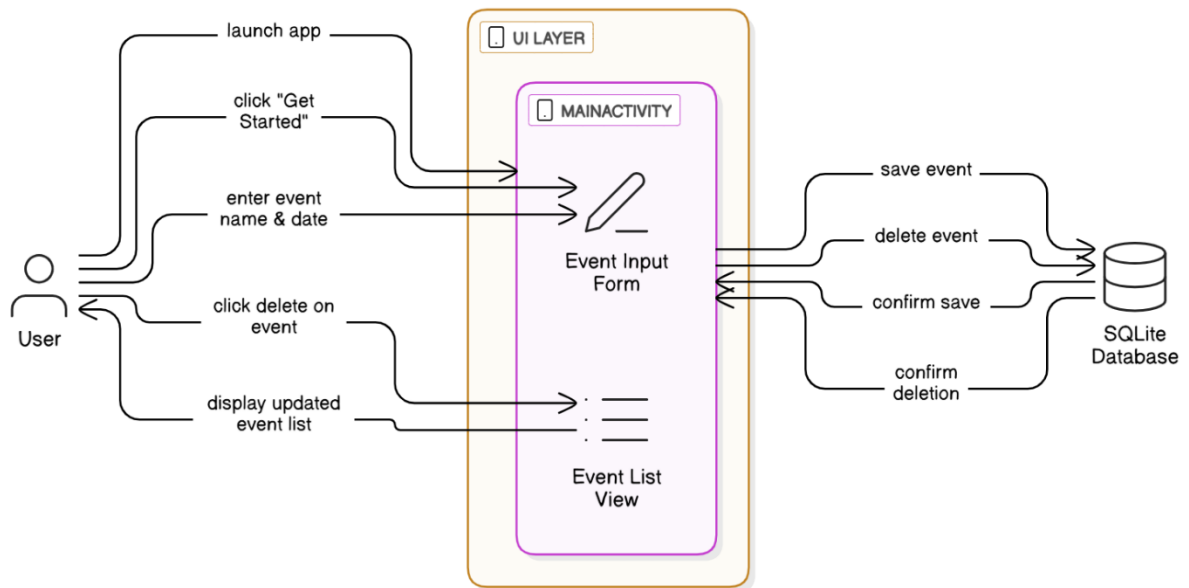
#### 4.2 SYSTEM ARCHITECTURE

The core flow of the system can be described as follows:

- User opens the app and is greeted with a welcome message.
- Upon clicking "Get Started", the user is taken to the event input screen.
- User enters the **event name** and **event date**, which is stored locally in **SQLite**.
- Saved events are displayed in a list format.
- Each event has:
  1. Event Title (e.g., Mom's Birthday, Project Deadline)
  2. Event Date
  3. A Delete button to remove the entry if needed.
- Data updates automatically in the UI after adding or deleting an event.



### Notable Mobile App: Event Add, View, and Delete Sequence



(Fig 3.1 System Architecture)

## CHAPTER 5

### MODULE DESCRIPTION

#### 5.1 MODULES

- **Welcome & Navigation Module:**

Displays a friendly welcome message and a “Get Started” button on app launch. Navigates users to the main screen where they can add or view events.

- **Event Management Module:**

Allows users to input event names and dates, view a list of saved events, and delete entries when no longer needed. Ensures user-friendly interaction with intuitive form fields and buttons.

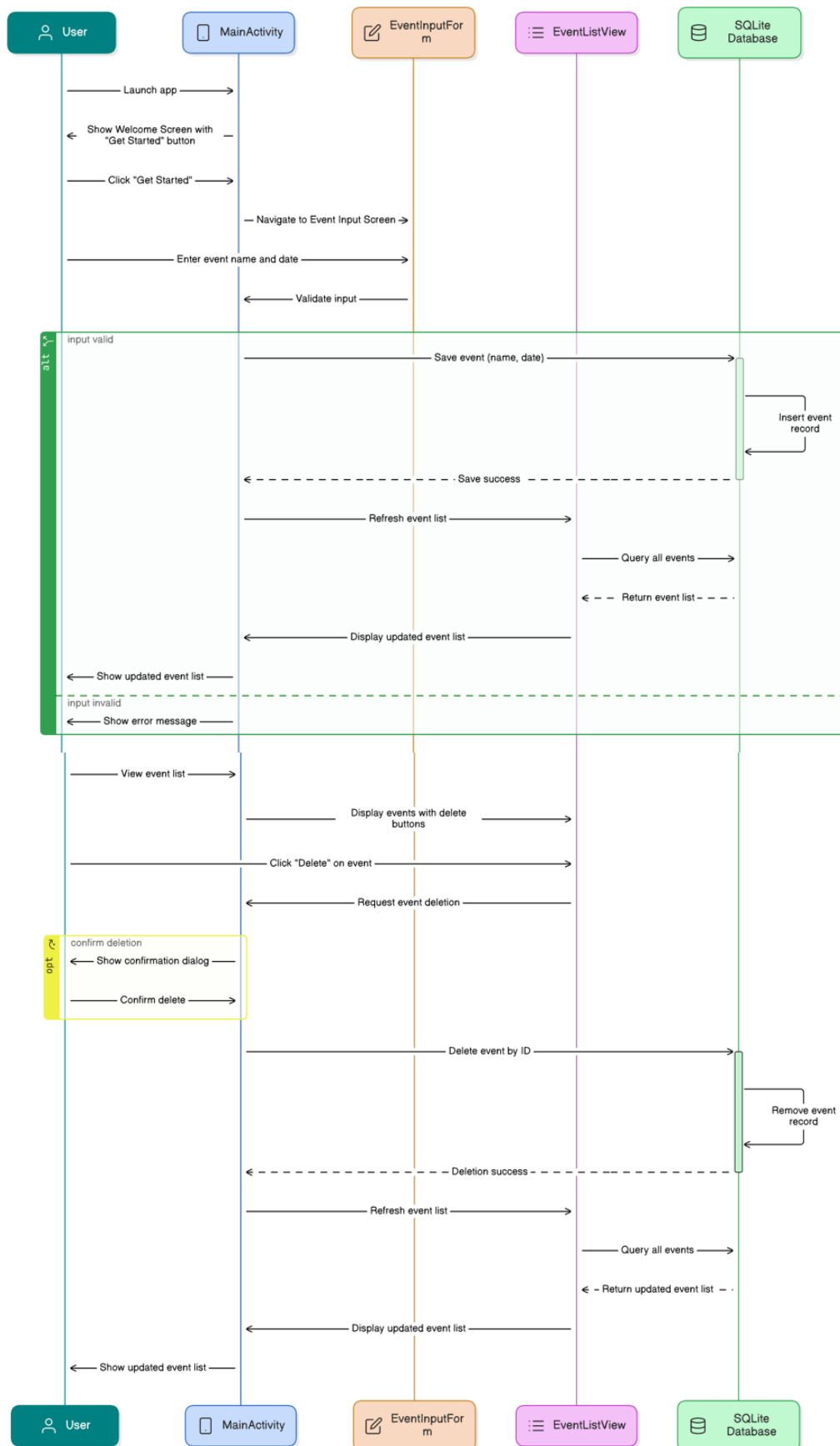
- **SQLite Storage Module:**

Handles all local data operations including saving, retrieving, and deleting event records. Uses SQLite to ensure data is stored persistently on the device without the need for internet access.

- **UI/UX Module:**

Presents a clean and minimal interface with clear layouts and responsive design. Ensures smooth transitions between screens and dynamically updates the event list when data changes, offering a clutter-free and easy-to-use experience.

## 5.2 SEQUENCE DIAGRAM



(Fig 4.1 Sequence Diagram)

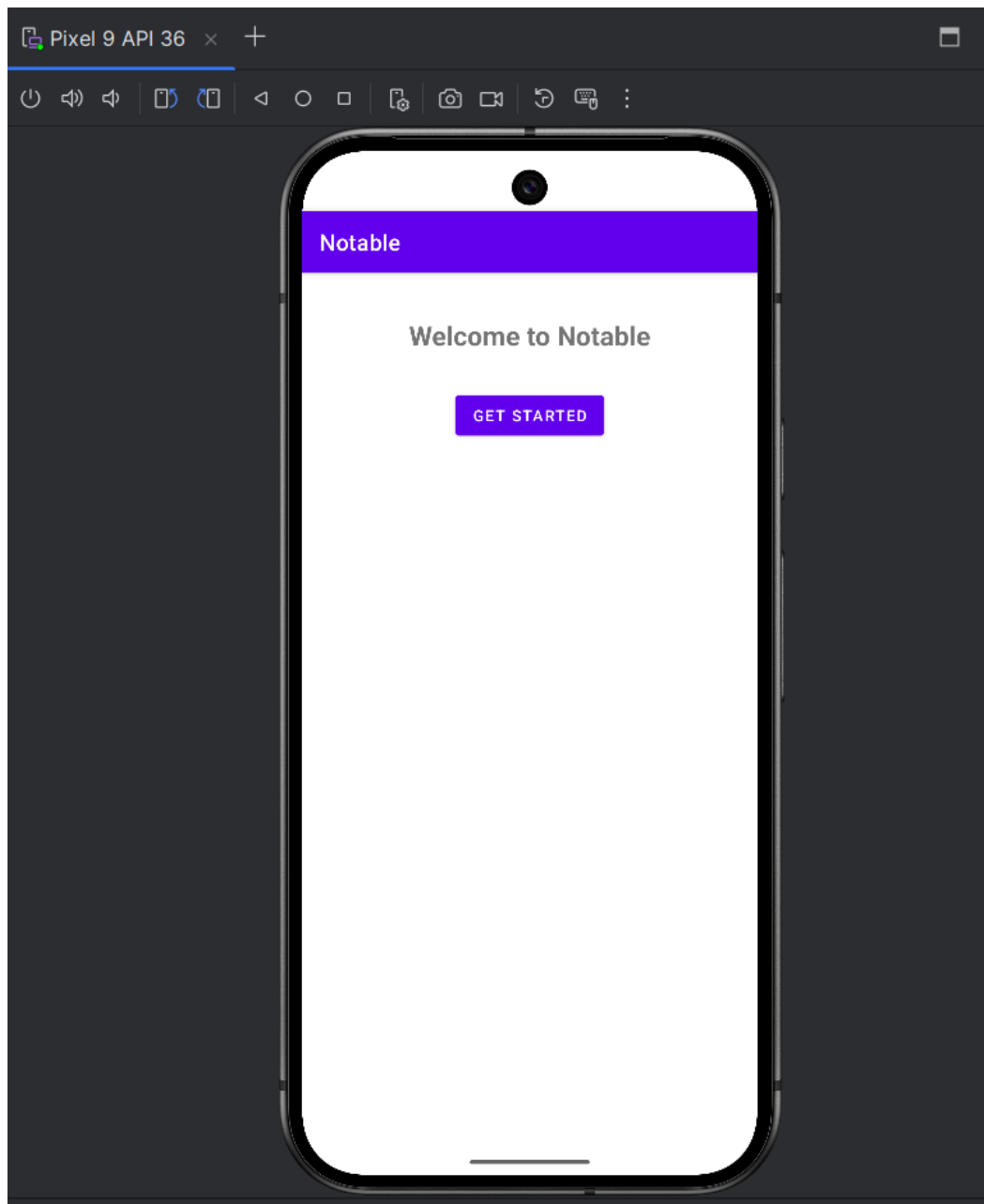
## **CHAPTER 6**

### **IMPLEMENTATION AND RESULTS**

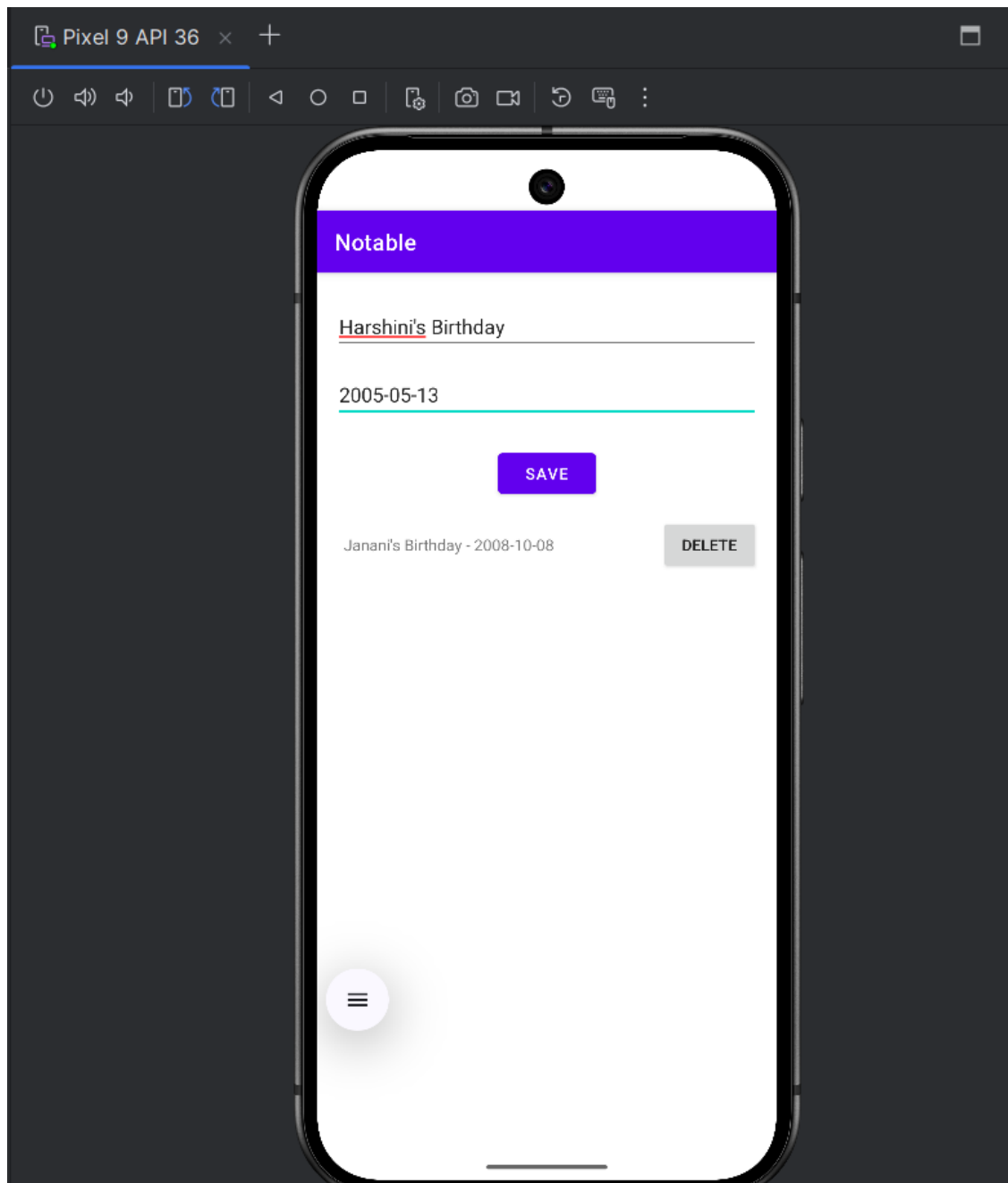
#### **6.1 TOOLS USED**

- Android Studio
- Kotlin
- XML for UI
- SQLite (for storing expense amount)

## 6.2 OUTPUT SCREENSHOTS

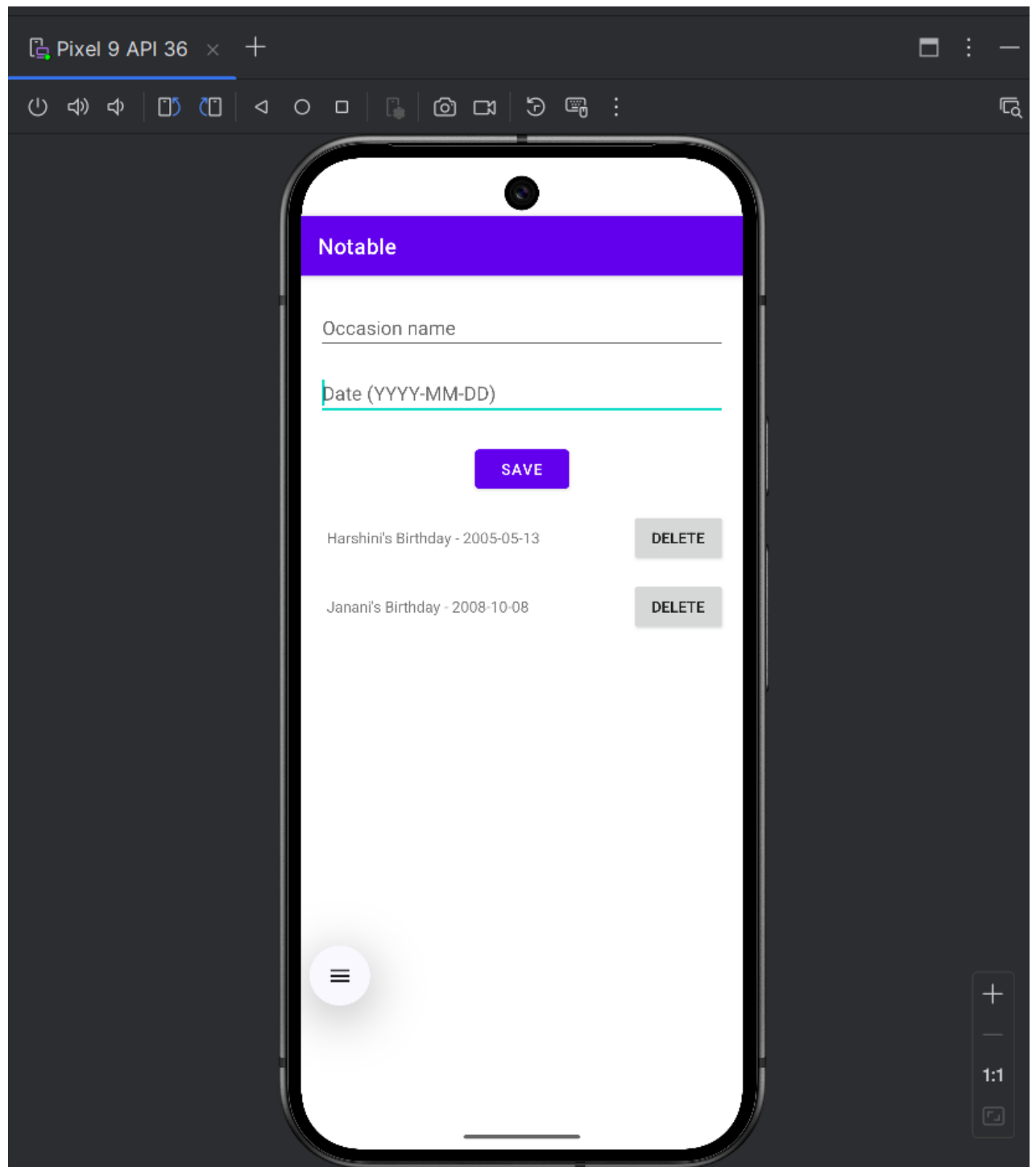


**Fig 6.2.1 Home Screen**



**Fig**

### **6.2.2 Main Screen - Input**



**Fig 6.2.1 Main Screen - Output**

## CHAPTER 7

### CONCLUSION AND FUTURE ENHANCEMENT

#### 7.1 CONCLUSION

**Notable** serves as a simple and effective solution for managing important dates and events. Designed with a minimalistic approach, the app allows users to add, view, and delete reminders with ease. By using local SQLite storage, it ensures offline functionality and data persistence without compromising privacy. Its clean user interface and smooth flow provide a user-friendly experience, making it ideal for individuals who prefer lightweight and clutter-free reminder tools.

#### 7.2 FUTURE ENHANCEMENT

- Add notification and alert features to remind users of upcoming events.
- Implement a calendar view for better visual representation of saved events.
- Allow users to categorize events (e.g., Birthday, Work, Personal).
- Enable editing of saved events for flexibility.
- Include theme customization (e.g., dark mode, color tagging).

#### REFERENCES

1. Android Developer Documentation
2. Mobile UI/UX Best Practices (2024)
3. SQLite Documentation for Android