

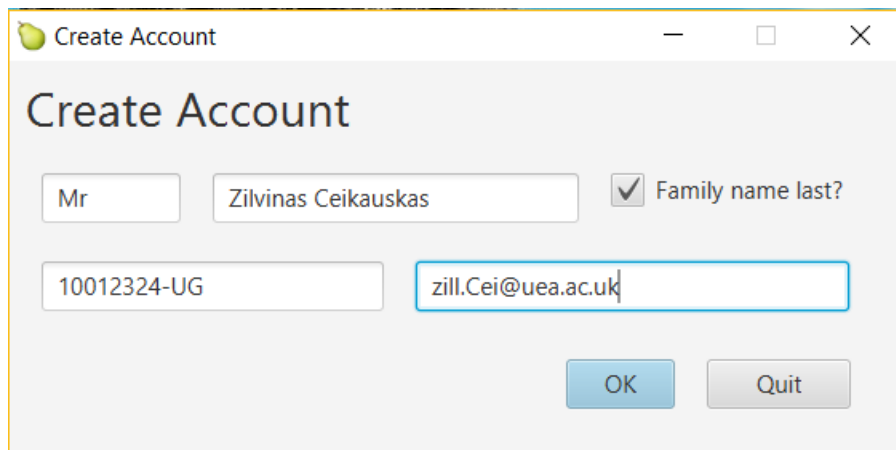
User Manual

Introduction

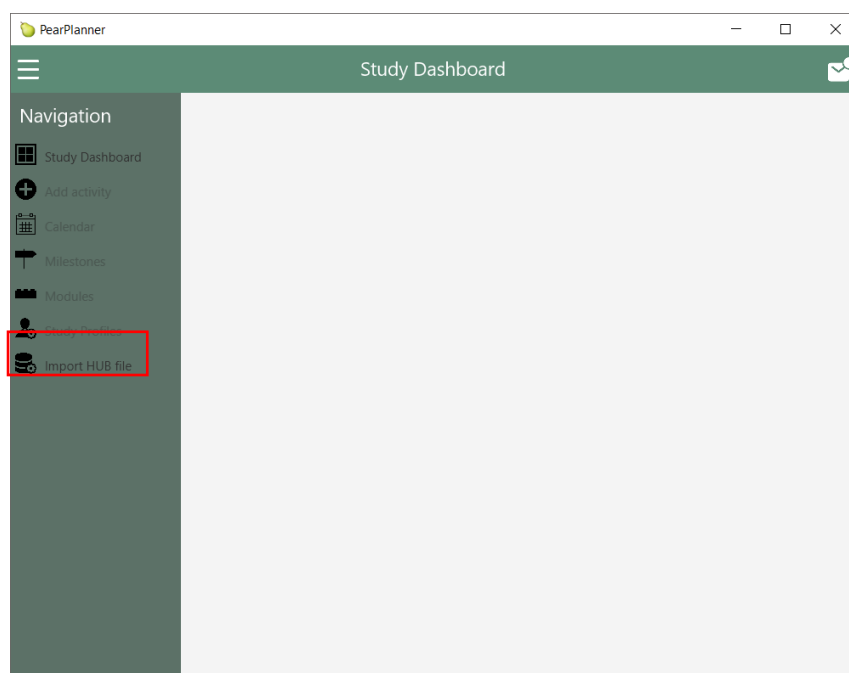
A part of every system development is to provide information to clients on how to use the system. In this section the development team has provided a user manual for the users of their study planner.

Creating an Account

This study planner requires its users to create an account to be able to use the software. Upon running the software for the first time the user will be asked to fill a form and create an account. Please fill the form with appropriate data and click on OK.



The screenshot shows a 'Create Account' dialog box with a title bar containing a green pear icon and the text 'Create Account'. The dialog has a light gray background. At the top, the title 'Create Account' is displayed in a large, dark font. Below the title, there are four input fields: a dropdown menu with 'Mr' selected, a text field containing 'Zilvinas Ceikauskas', a checked checkbox labeled 'Family name last?', and a text field containing '10012324-UG'. To the right of the 'Family name last?' checkbox is another text field containing 'zill.Cei@uea.ac.uk'. At the bottom right, there are two buttons: 'OK' and 'Quit'.

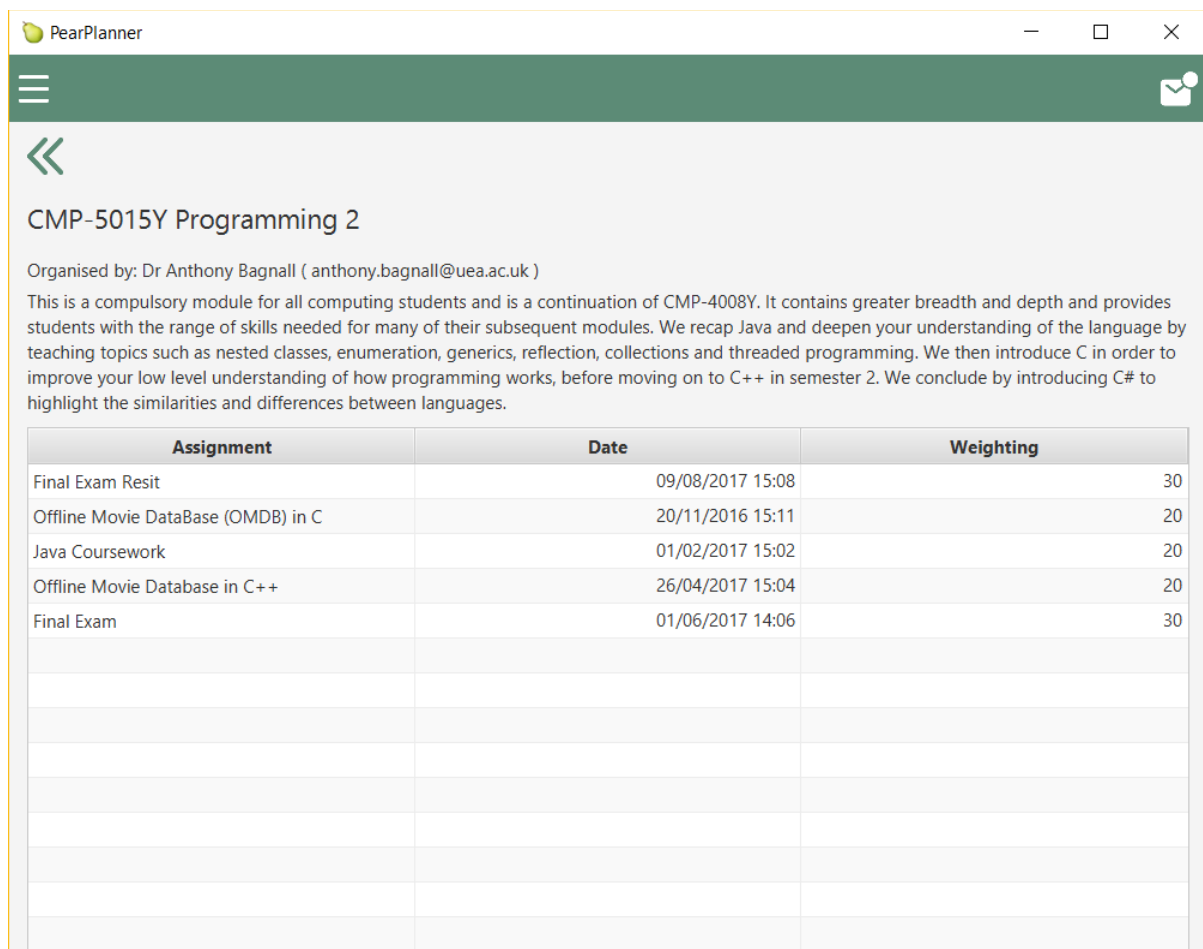


Importing a HUB File

After creating an account the user is required to import a HUB file provided by the HUB, the procedure is as the following. Click on the navigation button and choose the option "Import HUB file".

Choose a valid HUB file (*.xml format) and click Open.

For viewing the assignments associated with a module double click on the module.



The screenshot shows the PearPlanner application window. The title bar says "PearPlanner". The interface has a green header bar with a menu icon on the left and a notification icon on the right. Below the header, there is a back arrow icon. The main content area displays the module name "CMP-5015Y Programming 2". Below the module name, it says "Organised by: Dr Anthony Bagnall (anthony.bagnall@uea.ac.uk)". A paragraph of text describes the module: "This is a compulsory module for all computing students and is a continuation of CMP-4008Y. It contains greater breadth and depth and provides students with the range of skills needed for many of their subsequent modules. We recap Java and deepen your understanding of the language by teaching topics such as nested classes, enumeration, generics, reflection, collections and threaded programming. We then introduce C in order to improve your low level understanding of how programming works, before moving on to C++ in semester 2. We conclude by introducing C# to highlight the similarities and differences between languages." Below the text is a table with three columns: "Assignment", "Date", and "Weighting".

Assignment	Date	Weighting
Final Exam Resit	09/08/2017 15:08	30
Offline Movie DataBase (OMDB) in C	20/11/2016 15:11	20
Java Coursework	01/02/2017 15:02	20
Offline Movie Database in C++	26/04/2017 15:04	20
Final Exam	01/06/2017 14:06	30

Adding Requirements and Tasks

Users will be able to add requirements and tasks to their assignments using the following procedure. Double click on an assignment and you will be presented with a page showing details about the assignment. By clicking on the buttons “Add a new requirement” and “Add a new task” you will be presented with relevant forms.

Fill the required fields with appropriate information and click on OK.

The Requirements list can be modified by dragging and dropping requirements around. This is useful for reorganizing requirements because they will be completed in the same ordered that they are displayed on this list.

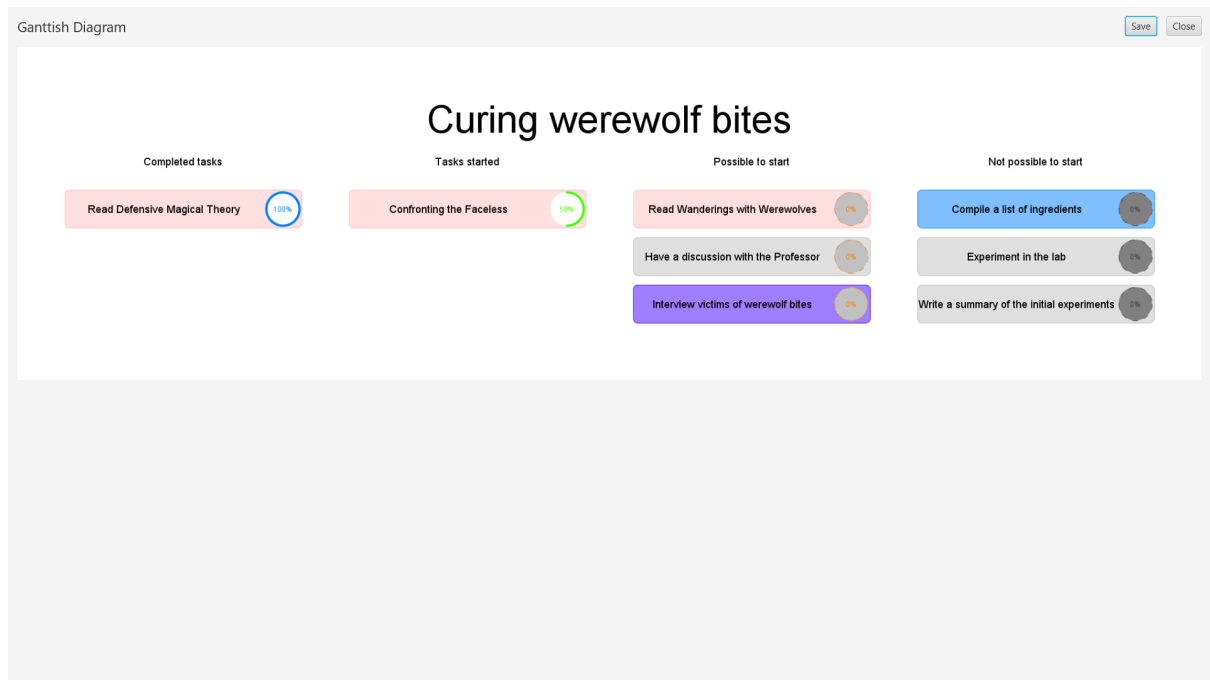
When specifying Dependencies, the user can select multiple values by using CTRL + Mouse click or SHIFT + Mouse click and clicking OK.

The image shows a 'New Requirement' dialog box in the foreground. The dialog has a title bar with a green apple icon and the text 'New Requirement'. The main title inside is 'Create a new Requirement'. It contains several input fields: 'Requirement 1' with the value 'Requirement 1', a field with '1', and another field with '1'. There is a large text area with 'This is requirement 1'. A dropdown menu shows 'Videos watched' with a '+' button next to it. At the bottom are 'OK' and 'Quit' buttons. In the background, a window titled 'Generate a Ganttish Diagram' is visible, showing a table with two columns: 'Deadline' and 'Can be completed?'. The table is empty, with 'No content in table' displayed in each cell. At the bottom of the background window are buttons: 'Add a new requirement', 'Remove', 'Add a new task', 'Toggle complete', and 'Remove'.

Custom Quantity types can be added by selecting the + button and inputting a name for the new quantity type. Once it is added, it can be reused in the future.


Viewing a Ganttish Diagram

Users also can view a Ganttish Diagram of their tasks by clicking on the “Generate a Ganttish Diagram” button in the assignment page.



Adding a Milestone

Users can create milestones consisting of tasks that they must complete, and check their progress using the following procedure: clicking on the navigation button and choosing the “Milestones” option. Clicking on the “Add a new Milestone” will bring up a form for adding a new milestone to the system.

 Milestone ×

Add a Milestone

<div>Milestone 1</div>	<div>Tasks</div> <div>Task1</div>
<div>21/05/2017</div>	
<div>This is milestone 1</div>	

Add

Remove

OK

Quit

PearPlanner

Milestones

Milestone	Deadline	Tasks completed	Progress
Milestone 1	24/05/2017	0/1	0%

Add a new Milestone

Remove

Adding an Activity

Users are able to add activities to contribute towards their tasks and milestones by clicking on the navigation button, choosing the option “Add activity” and filling the required fields in the form.



Add an Activity

Activity 1

17/05/2017



120

2

Hours



Tasks

Task 1

Worked on Task 1

Add

Remove

OK

Quit