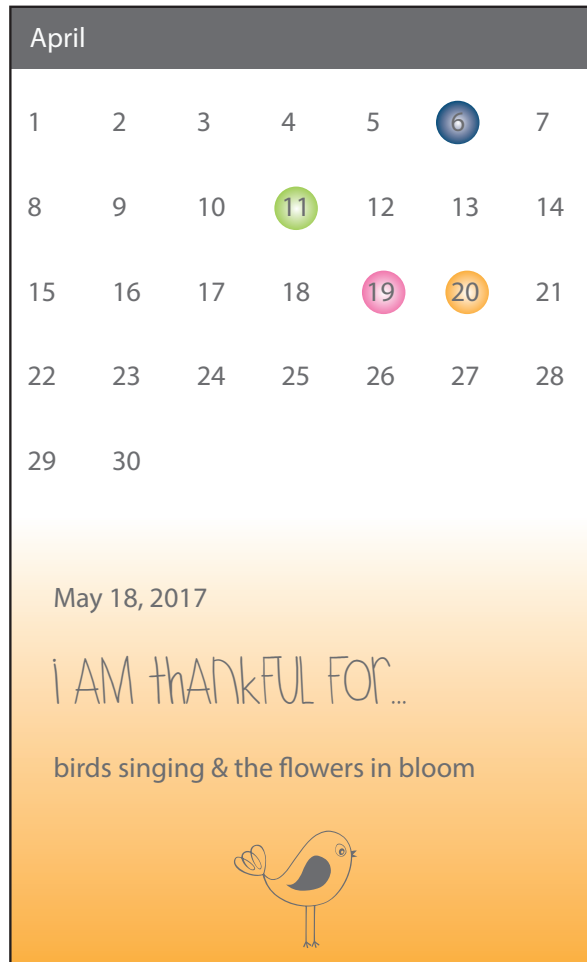
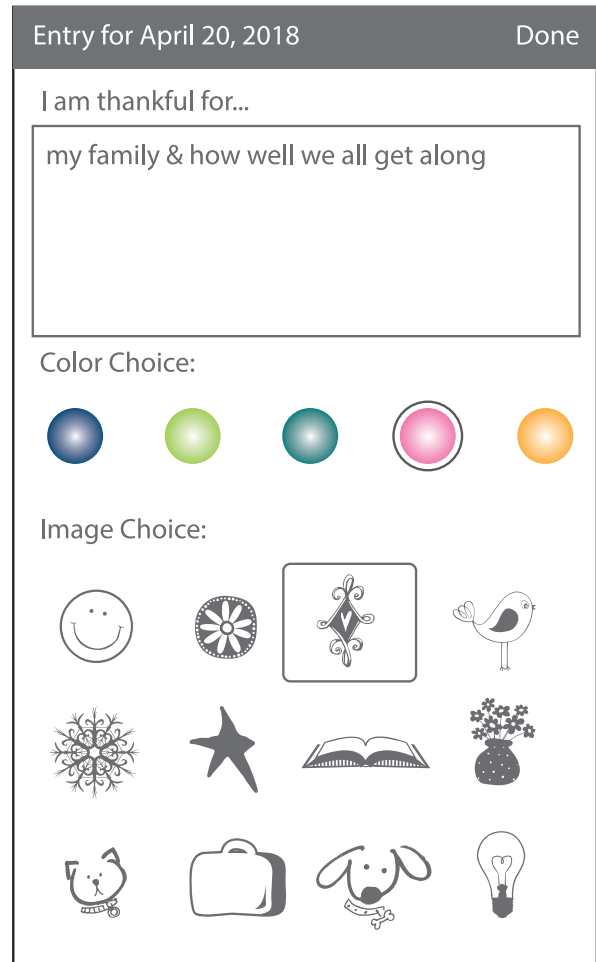


Digital mockup



Screen 1



Screen 2

Pseudocode of the logic and algorithms for all app functionality.

- Screen 1 is made up of 2 fragments: Calendar Fragment & a Fragment with a ImageView & TextView.
- On Screen 1, the user taps a blank date to add a entry. Once that date has an entry, the date is circled by the color that the user chooses in Screen 2.
- On bottom of Screen 1, the fragment will randomly load a previously stored entry for the TextView from the database.
- If a date has a circle around it, the user can edit the entry by tapping on it.
- On Screen 2, the user can choose the color scheme, image & type the entry. The user taps Done to finish the entry.
- For data persistance, I will use Realm to store the data the user adds, plus the color & image that will need to be loaded.

I have use information that I have learned in class as well as tutorials on working with calendars for the functionality of my app. Any digital elements are part of my mockup.

CalendarView Tutorials:

<https://www.youtube.com/watch?v=hHjFIG0TtA0>

<https://www.youtube.com/watch?v=OwYp5rqNGtE>

<https://www.youtube.com/watch?v=1bPCggIEdLc>