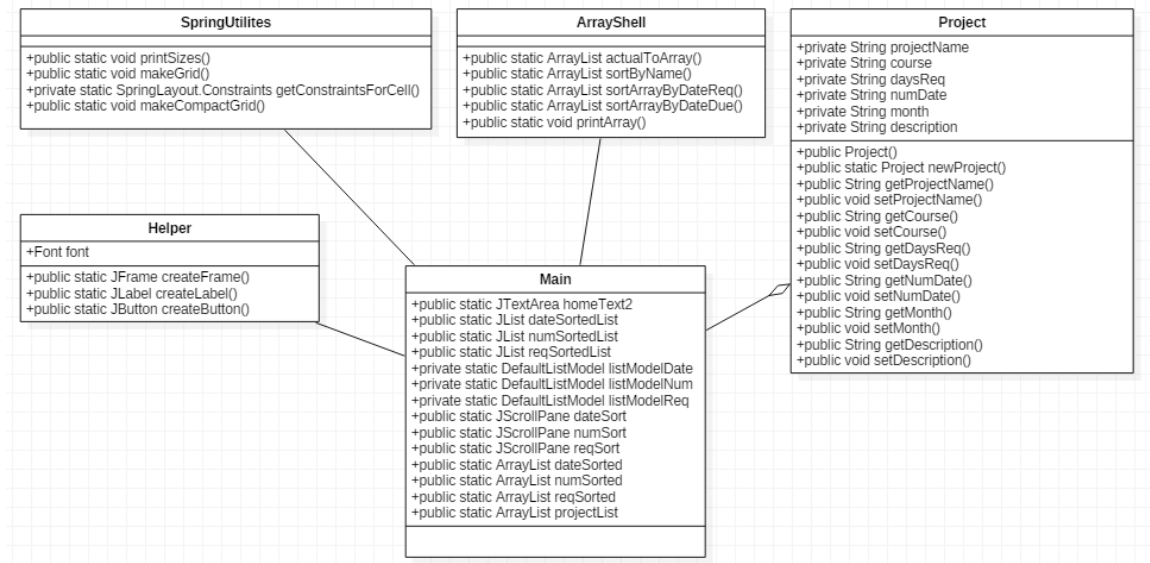


Criterion B: Design

Program Structure:



Input:

projectName, course, daysReq, numDate, month, description

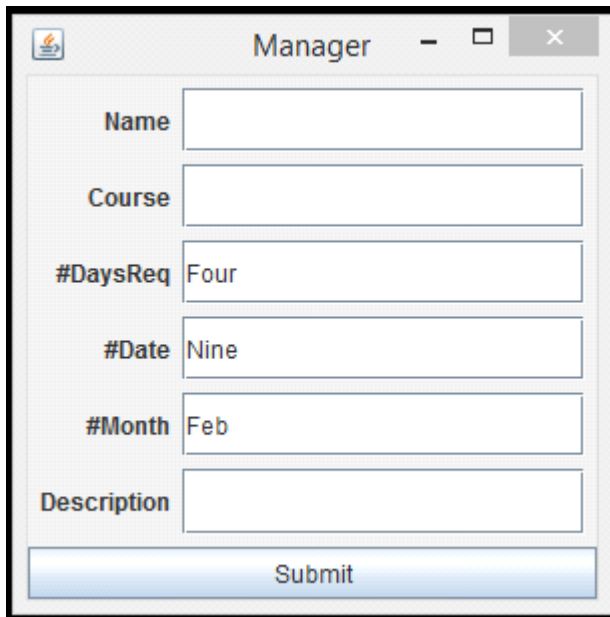
Limitations:

The argument **name** cannot be left blank. **daysReq**, **numDate**, and **month** can only contain numbers.

Acceptable Input:

The screenshot shows the 'Manager' application window. It contains six input fields with labels: 'Name' (Le Petit Prince), 'Course' (French B HL), '#DaysReq' (3), '#Date' (12), '#Month' (7), and 'Description' (Lire tout le livre). A 'Submit' button is located at the bottom of the form.

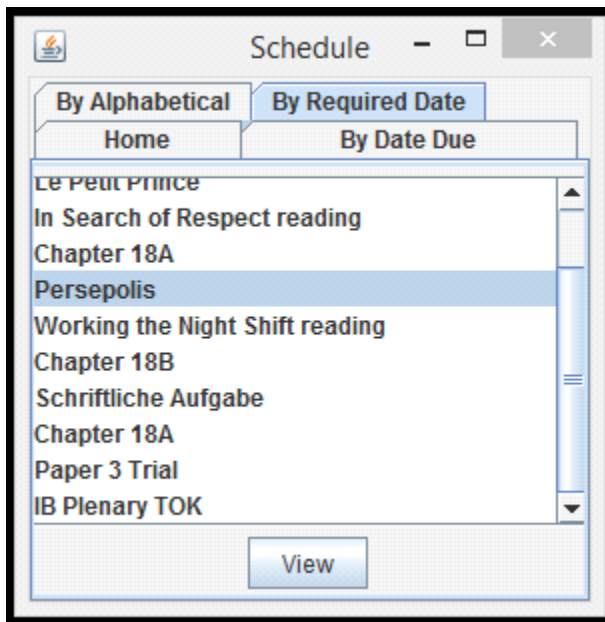
Unacceptable Input:



The 'Manager' window contains the following input fields and a button:

- Name:
- Course:
- #DaysReq:
- #Date:
- #Month:
- Description:
- Submit:

Output (before selecting a sorted project):

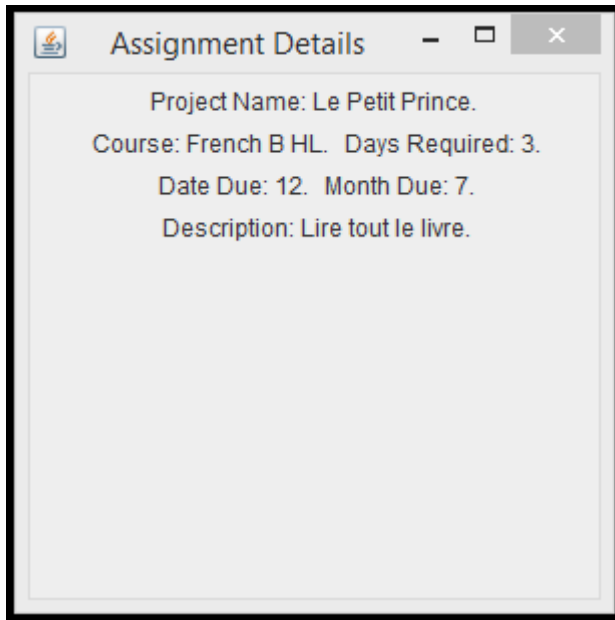


The 'Schedule' window displays a list of projects sorted by required date. The 'By Required Date' tab is selected. The list includes:

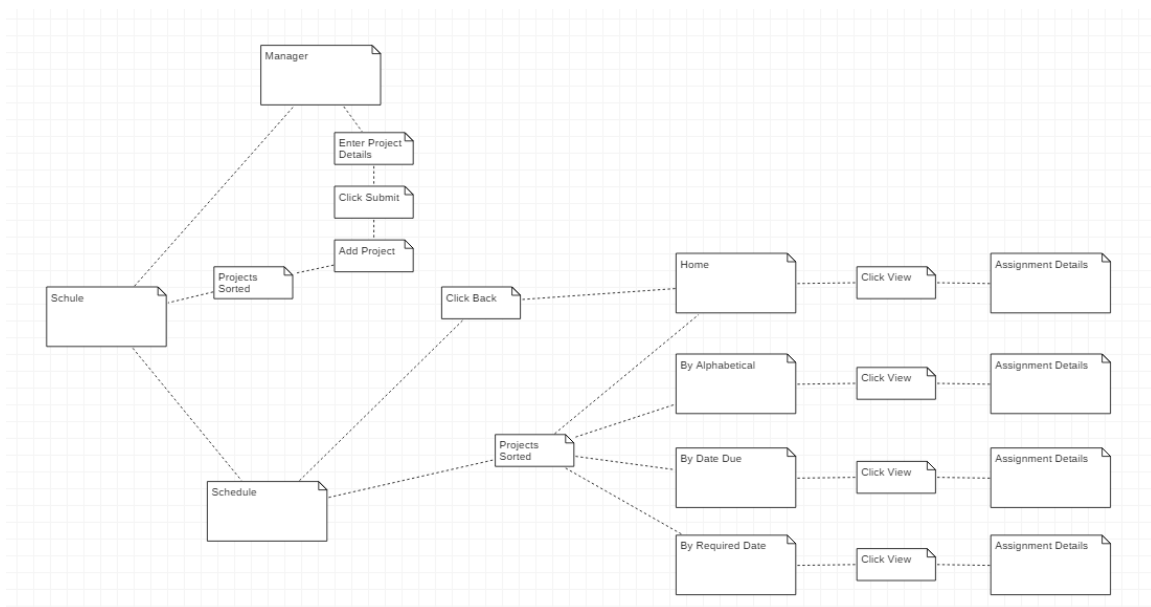
- Le Petit Prince
- In Search of Respect reading
- Chapter 18A
- Persepolis
- Working the Night Shift reading
- Chapter 18B
- Schriftliche Aufgabe
- Chapter 18A
- Paper 3 Trial
- IB Plenary TOK

The 'View' button is located at the bottom of the list.

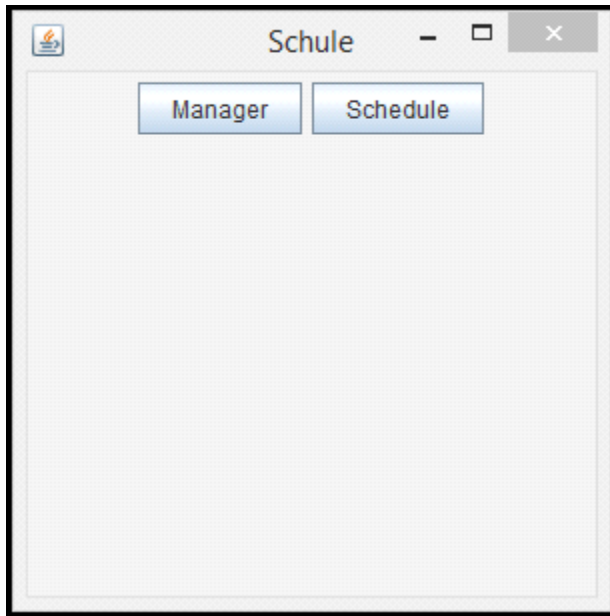
Output (after selecting a sorted project):



Process Description:



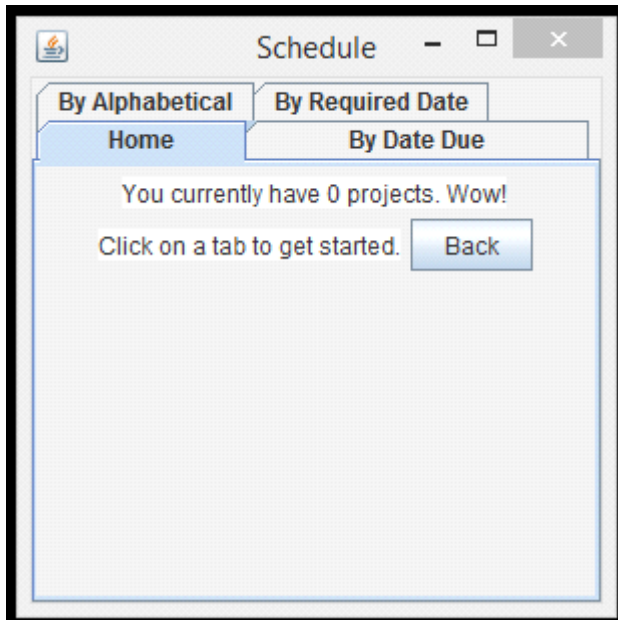
Main Window Interface:



Manger Window Interface:

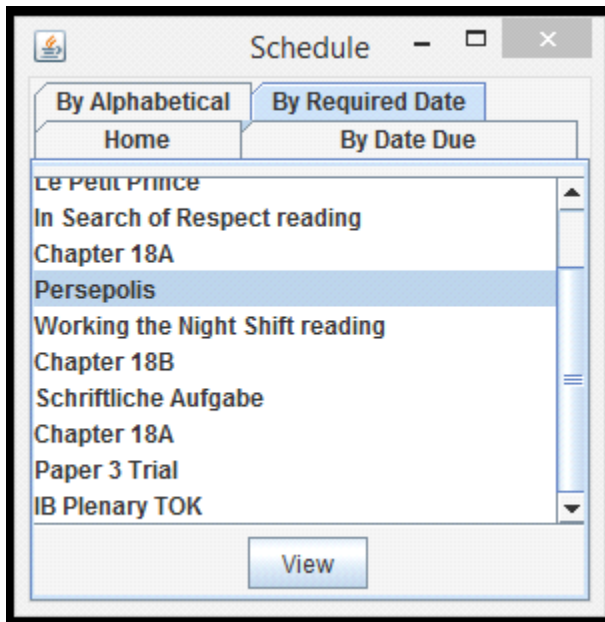
A screenshot of a Java Swing window titled 'Manager'. The window has a standard title bar with a minimize button, a maximize button, and a close button. Inside the window, there are six text input fields arranged vertically, each with a label to its left: 'Name', 'Course', '#DaysReq', '#Date', '#Month', and 'Description'. At the bottom of the window, there is a 'Submit' button.

Schedule Window Interface:

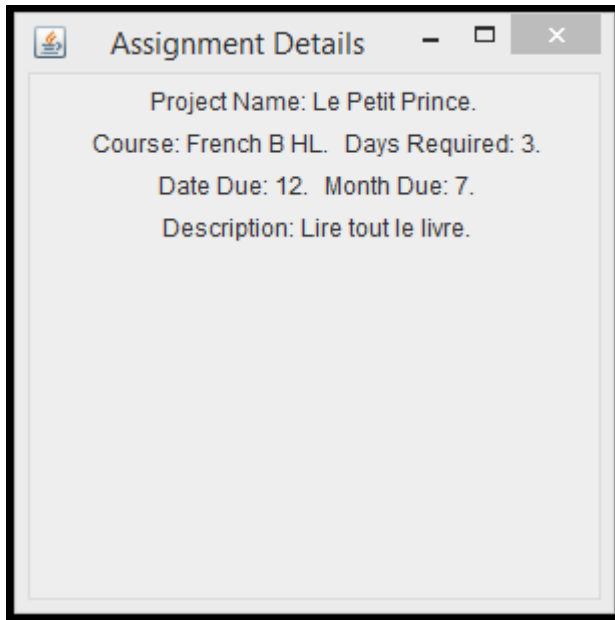


Note: the tabs are visually the same. The only change is in the assortment of the elements within their respective lists.

Schedule Window (Different Tab Accessed) Interface:



Assignment Details Window Interface:



Schedule for Developing the Product:

Program will be split into two main parts; manager, which allows user to create "Projects" or assignments, and schedule, which allows them to see their assignments sorted in different ways.

Manager Section (2 weeks):

- Create interface using SpringLayout
- Write code to take input from user
- Write code to make a unique Project object with collected user input
- Store each Project without losing data using ArrayLists
- Create sorting methods to be run

Schedule Section (3 weeks):

- Create initial frame for Schedule
- Create a tabbed pane with four different tabs
- Create JScrollPane for each tabbed pane, in the event that the total amount of projects is a larger number
- Write code to access the selected item in each tabbed pane
- Create an assignment details frame that displays all information on the Project, but does not close the program altogether when its respective

`exit` button is clicked

- Add a `button` to open the assignment details `frame`

Testing:

- Use a method to print the contents of `ArrayLists` in order to check and see whether or not information is being collected properly from the Submit `button` in Manager
- Test manager section
- Test each tab in Schedule
- Test view `button` and assignment details contents

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