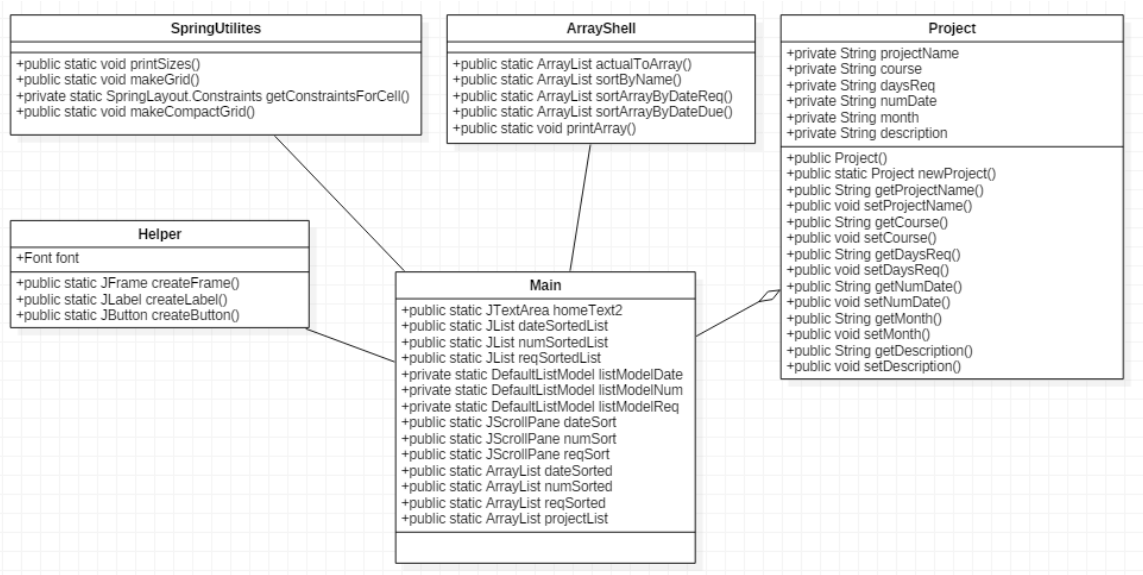
Criterion B: Design

Program Structure:



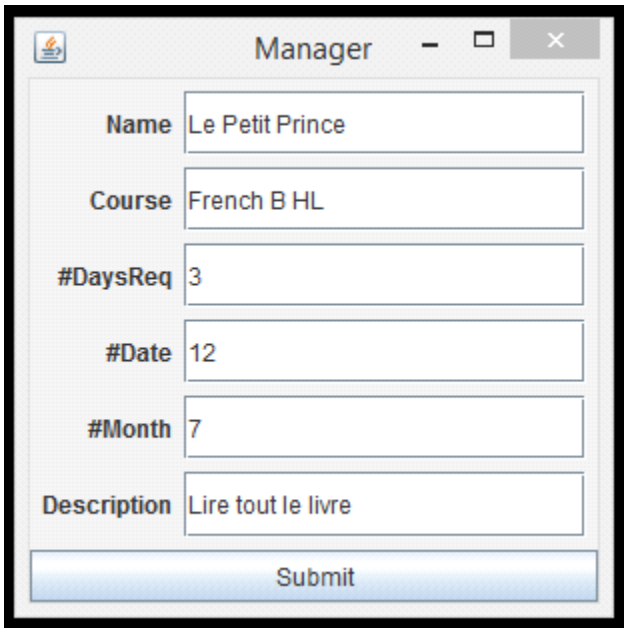
Input:

projectName, course, daysReq, numDate, month, description

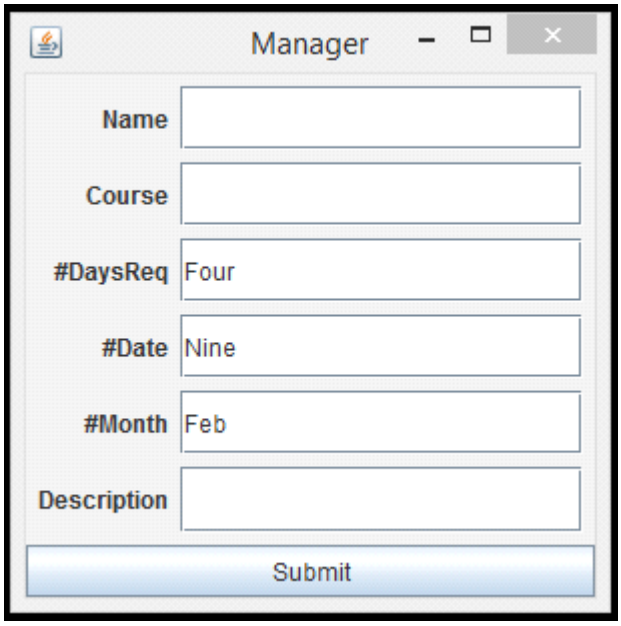
Limitations:

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

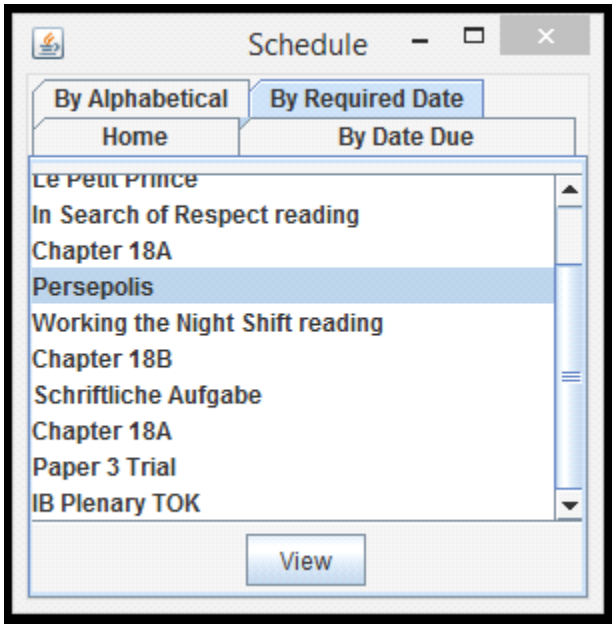
Acceptable Input:



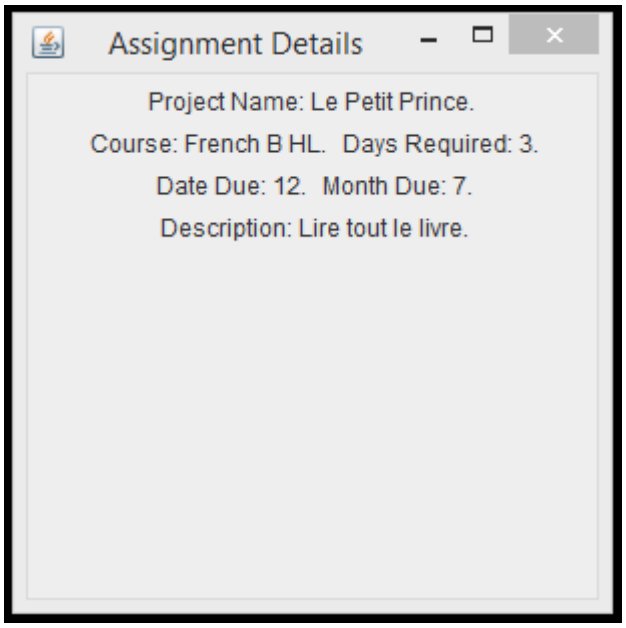
Unacceptable Input:



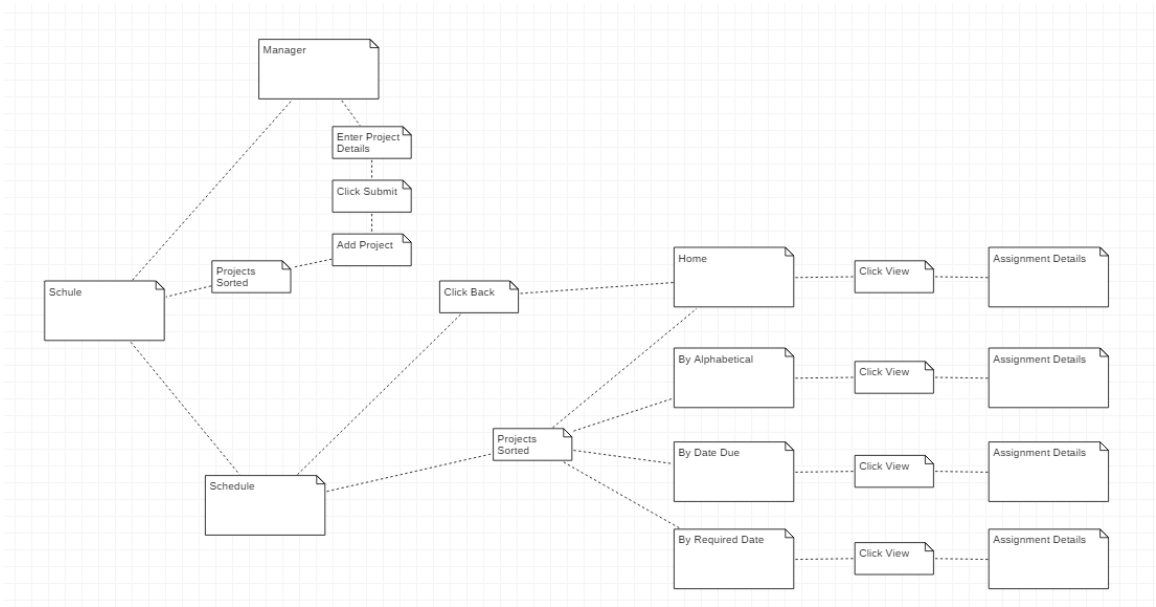
Output (before selecting a sorted project):



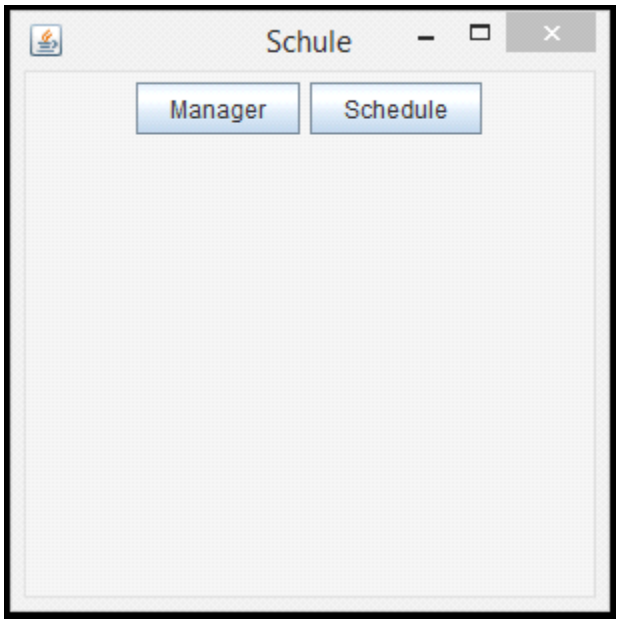
Output (after selecting a sorted project):



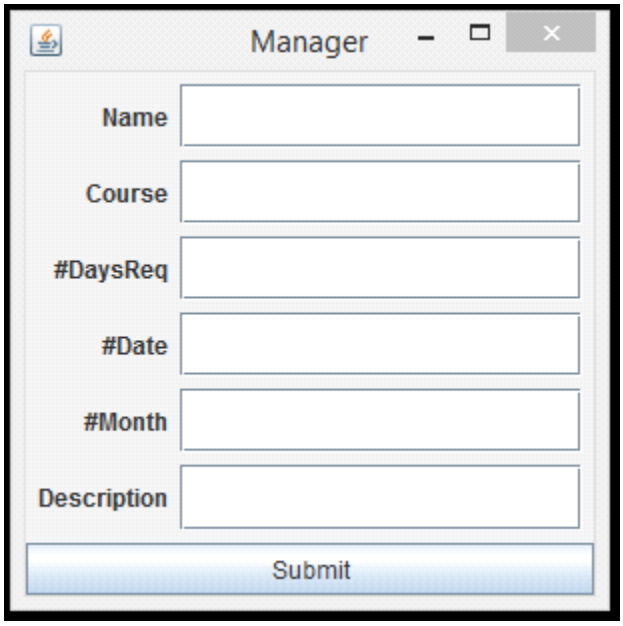
Process Description:



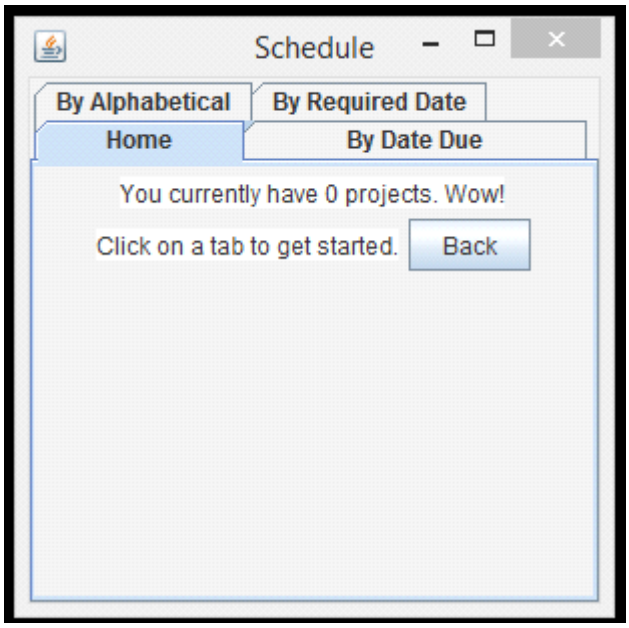
Main Window Interface:



Manger Window Interface:

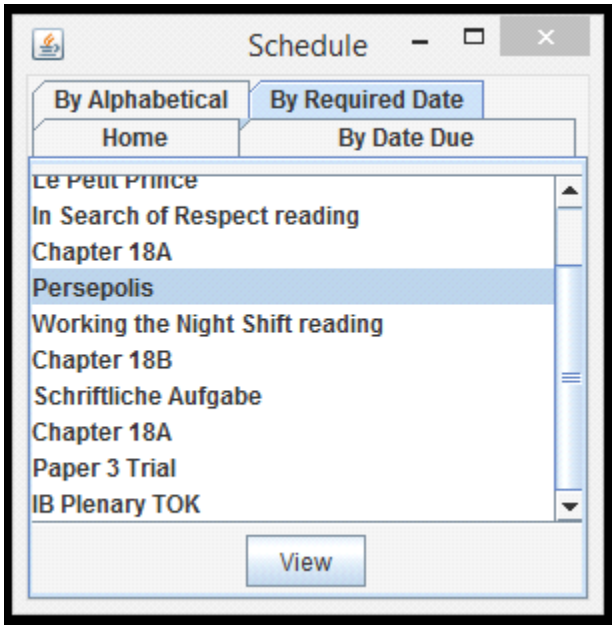


Schedule Window Interface:

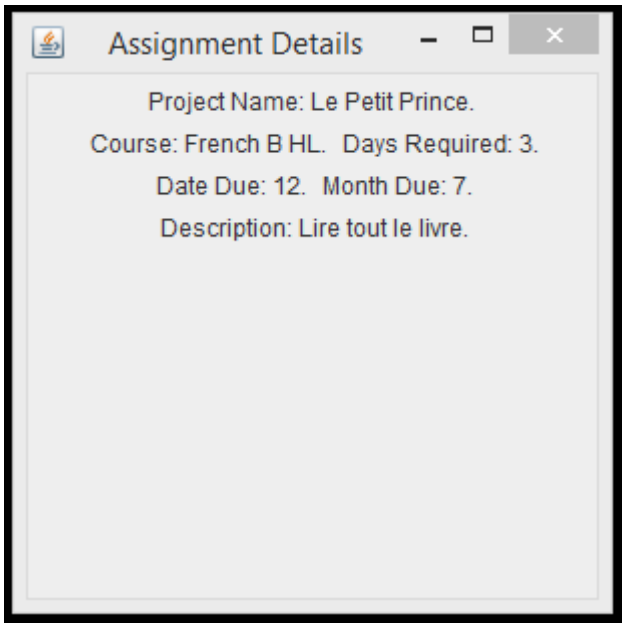


Note: the tabs are visually the same. The only change is in the assortment of the elements within their respective lists.

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 JScrollPanes 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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