User Manuel for To-Do List

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**GitHub Link:** <https://github.com/jbaeten588/Final-Project-ISD>

**Description:**

The purpose of this application is to allow a user to type goals they want to accomplish for a given day. The idea is that they select the start button, which then takes them to the to-do list entry window. Once the user has entered an item and hit the ‘add item’ button, a check-button will appear with what they want to accomplish. If they can complete the goal, they can select the check-button and click the ‘delete item’ button. The check-button will then be deleted from the list.

**Start Menu:**

In the start menu, you will see 2 labels and 1 button:

* First Label – “What would you like to accomplish today?”
* Second Label – “Click here to begin”
* First Button – “Start”

The goal of the first label is to prompt the user to ponder what items they want/need to complete on a given day.

The goal of the second label is to indicate to the user that if they click the ‘start’ button, it will take them to the to-do list menu.

The purpose of the ‘start’ button is to take the user away from the first window and transport them to the second window, which is the to-do list menu.

**To-Do List Menu:**

In this window you will see 2 Labels, 2 Buttons, 1 Entry Box, N Number of Check-Buttons:

* First Label – “Enter List Item:”
* Second Label – “To-Do List:”
* First Button – “Add”
* Second Button – “Delete”
* Entry-Box – Place for users to type goals for the day.
* Check-Button – Any goal the user typed in

The goal of the first label is to indicate to the user to click in the user entry box and start typing a goal they would like to accomplish for the day.

The goal of the second label is to show where the to-do list starts and have the user infer that the check-buttons will go below the label.

The goal of the first button is to add a check-button to the list once the user has typed something into the entry box.

The goal of the second button is to delete a check-button from the list once the item has been completed.

The goal of the entry box is to allow the user to type in whatever it is that they want to get accomplished and be able to submit that and have it converted to a check-button format below.

The goal of the check-button is to serve as an easy way to view the goal, but also have an easy way to select and delete it when finished.

**Validation Testing:**

Sample data for Gui: Each number item should be entered individually into the user entry box on the second window of the application.

(1) Complete one hour of coding, (2) Walk the dog, (3) Sweep the floors, (4) Fold the laundry, (5) Mow the lawn, (6) Journal for 10 minutes, (7) Read a chapter of book, (8) Feed the fish, (9) Water the plants, (10) Get mail from mailbox, (11) Sift through emails.

Screenshots of test results, items fixed and items that I couldn’t fix. (12) Do the dishes, (13) Complete 30 minutes of some form of exercise, (14) Relax, take time to enjoy one episode of your show.

1. The way I have the geometry constructed; the initial to-do list window will only be able to have a maximum of 5 list items visible. The rest will be below the items you can already see. As you cross the top five items off, the others will appear as you delete.

Graphical user interface, application

Description automatically generated

Figure : 'Complete hour of coding' is deleted. The new list item appears at bottom of right window.

1. At full screen, at maximum, you will be able to see 12 items with brief visibility to the 13th item. Again, if you add past this ‘limit’ the items will still be accounted for, but you will have to delete prior items before the new additions are visible.

A picture containing table

Description automatically generated

Figure : Shows 12 visible check buttons at full screen. The 13th check button is partially showing.

1. An unresolved issue occurs when you push the add button and have nothing in the entry box. When you click ‘add’ a blank check button will still appear.

Graphical user interface

Description automatically generated

Figure . Illustrates the issue of clicking the add button when nothing is typed in the entry box.

1. To have a check button appear, you MUST click the add button. The enter/return key on the keyboard will not work.
2. To delete/cross-off a check button, you must first click on the check button you want to delete, then push the delete button.
3. If you click the ‘start’ button multiple times on the first window, it will open more to-do list windows.