Progress Update 12-4-17

Since last update, some progress has been made. This includes a slightly updated format for printing the medications in the label, slight changes to the numbering in the drop-down boxes, a label at the top right that includes the day and time, save and load functions, and most importantly, pop up alerts when it is time to take a medication. The updated format for printing still isn’t concrete but it now spaces out the days of the week and the time a little bit cleaner then before. It now includes a ‘,’ followed by a space every time it adds a new date to the list, which can be seen in the picture named “Progress Update 12-4-17 #3”. This list is also made using an arrayList of type Medication. The numbering in the drop-down boxes is now made to always have two digits, such as 01, 02, 15, 20, this can be seen in the picture named “Progress Update 12-24-17 #4”. This makes it easier to compare the time set to take a medication and the actual time since the time format uses two digits for hours and minutes. We also added a label at the top right, which will move before the project is finalized, that continuously updates the time, this feature can be seen across all included pictures. This uses a TimeLine that runs every 1000 milliseconds or once a second, and sets the text in the label every time it runs to have the newest time. In the same function we check to see if the time matches the time on any of the medications. There is also now a save and load function. The save function is called whenever the user clicks the add button, meaning that there is a new medication being added to the list. The save function is rather basic where it reads in the current text file, medications.txt, and then writes what is read in back to the file and then writes the new medication as well. The format is similar to what is displayed in the upcoming meds label except without the line headers. Alternatively, the load function is only called once which is when the program is run. The function reads in the text file and makes objects of Medication accordingly. It adds the newly made elements to the arrayList and displays them in the upcoming meds label. This feature is shown in the picture titled “Progress Update 12-4-17 #5” which is a screenshot of the program being closed down and reopened. The big achievement attained for this update is the implementation of alerts when it is time to take a medication. This proved to be one of the hardest parts because it had to be built off almost everything that precedes it in this report. When we compare the time with the times of medications, we have an if statement that runs if there is a match. This then pops up an alert saying that it is time to take your medication with an ok button to close out of the window. This can be seen in pictures “Progress Update 12-4-17 #6” through “Progress Update 12-4-17 #8” where it shows the newest addition of “Tylenol” to the list at time 09:11:50 with the reminder having to pop up at 9:15. Image #7 shows the pop up with the alert that includes the name of the medication along with the description provided by the user. This photo also includes the main program in the background in which you can see the time being 09:15:01 showing that the pop up happened when it was supposed to. Overall, progress was made leaving only minor things left such as cleaning up the code and organizing the GUI a little bit different. The only major thing left is being able to edit medications and delete them from the list.