Task Management System

Team Members

Nada Saad Redwan

2101339

Nermen Awny AbdElmaseh

2101359

Nagham Refaat Mohamed

2101346

Noran Safaa Eldeen Anwar

2101362

Rana Salah Elden jaher

2101499

Sara Gamal Awad

2101574

Introduction

This task management system will help individuals and teams organize, track, and manage tasks efficiently. We will use Java as the primary programming language and various design patterns to improve structure, flexibility, and maintainability.

Core Features

- Task Creation and Management: Users can create tasks with attributes like name, description, deadline, responsible users, and priority.
- Task List View: Provides a clear overview of all tasks, allowing for filtering, sorting, and searching.
- Task Details: Allows users to view detailed information about a specific task, including its status, comments, and history.

- Task Status Updates: Users can update the status of a task (e.g., Pending, In Progress, Completed).
- Notifications: The system will send notifications to relevant users about task updates and deadlines.

Design Patterns

SingletonPattern

DecoratorPattern

FactoryPattern

ObserverPattern

CommandPattern

Singleton Pattern

Ensures that only one instance of Task Manager and Notification System exists in the application, preventing conflicts and promoting centralized management.

Factory Pattern

Creates different types of tasks (e.g., Feature Task, Bug Task) based on their specific requirements. This simplifies task creation and promotes code reusability.

Command Pattern

Encapsulates task execution (adding, deleting, updating) as objects. This promotes loose coupling and allows for easy modification and extension.

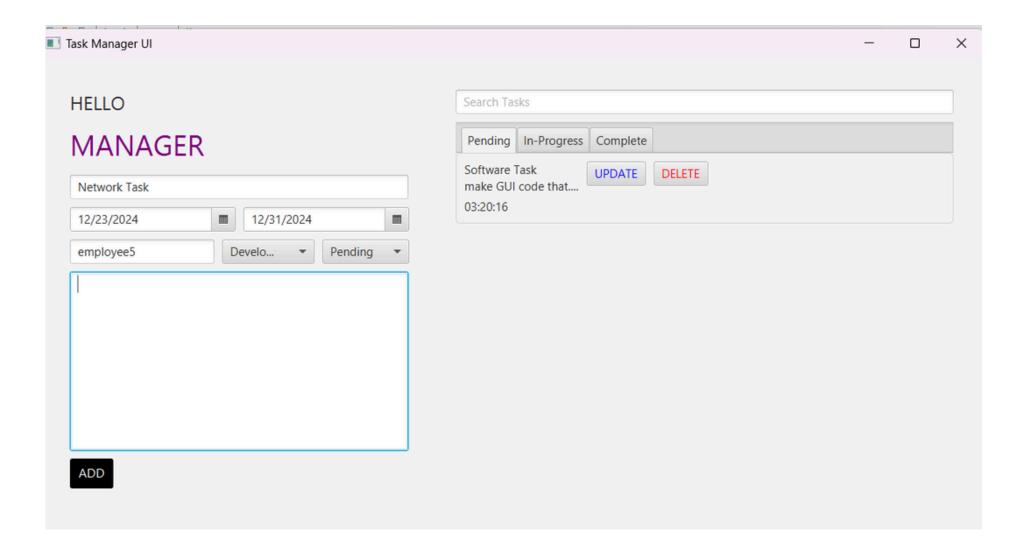
Observer Pattern

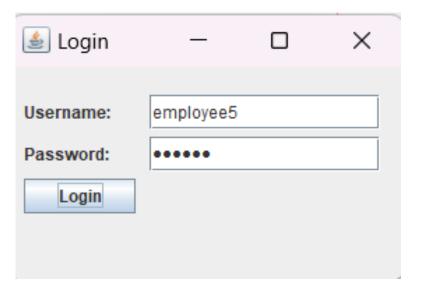
Enables observing task changes and reacting accordingly. It is used for notifications and task status updates.

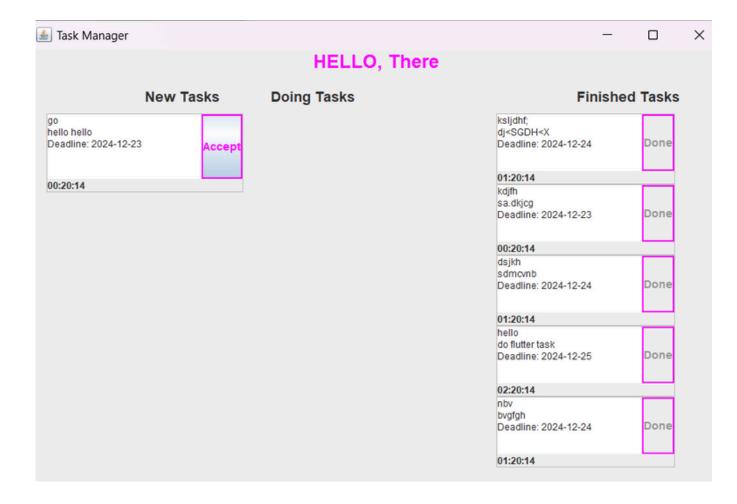
Decorator Pattern

Adds additional functionality to existing tasks (e.g., setting priority). This provides flexibility in customizing task behavior.

GUI







Thank You