

Criterion B: Record of tasks

Task number	Planned action	Planned outcome	Time estimated	Target completion date	Criterion
1	Find Client and Advisor	Starts project and get a general idea of the direction it will go.	0.5 hours	Feb 2	A
2	Meet with Client	Discuss the needs of the client and what they want in the application. (See Appendix).	0.5 hours	Feb 4	A
3	Meet with Advisor	Discuss how to get started, how to create the GUI, and how to store data. (See Appendix).	0.5 hours	Feb 4	A
4	Write Criterion A	Explain the problem, the solution and rationale, and the success criteria.	1 hour	Feb 4	A
5	Research Java Swing and watch tutorials.	Learn the basic workings of Java Swing and how to use it.	1 hour	Feb 8	B
6	Draw out how the UI is going to look on paper.	Map out the flow of the app by hand to make it easier to code.	1 hour	Feb 9	B
7	Start creating the UI in code, beginning with just the empty panels.	Get a skeleton of the UI completed so I can fill it in as I go.	1 hour	Feb 12	B/C
8	Meet with Advisor.	Get advice on databases to help me in the process of picking one. (See Appendix)	20 min	Feb 9	C

9	Research databases and decide on what kind of storage method to use	Understand how databases really work and pick the most applicable and efficient one for my situation	1 hour	Feb 10	C
10	Create a GSON database to store the dance classes, students, and other information.	Develop an organized way to store information that is also easily accessible within the program.	1 hour	Feb 11	C
11	Create a DanceClass Object	Create an object to store all the information and methods for a DanceClass such as the class name, method to add a student, etc.	1 hour	Feb 11	C
12	Create a Student Object	Create an object to store all the information and methods for a Student such as the name, a method to change information, etc.	1 hour	Feb 11	C
13	Write methods to add students and classes.	Complete a functionality that is part of the main purpose of the app.	1 hour	Feb 15	C
14	Write methods to modify students and classes.	Complete a functionality that is part of the main purpose of the app.	1 hour	Feb 15	C
15	Write methods to remove students and classes.	Complete a functionality that is part of the main purpose of the app.	1 hour	Feb 15	C
16	Create JDialogs for adding and	Connect previously written code to the	1 hour	Feb 20	B/C

	modifying students.	UI for the actual app.			
17	Develop the UI further, creating panels to display information for classes and students.	Make the UI more complex and functional, as well as give me the ability to test my add methods as the data more easily as the data is now visible on the UI and not only in the JSON file.	1 hour	Feb 21	B/C
18	Meet with Advisor.	Get help with updating data through action listeners. (See Appendix)	20 min	Mar 1	C
19	Write a test plan for the app.	Ensure that all parts of the app are functioning as planned.	30 min	Mar 1	B
20	Research JTables and AbstractTableModels as a way to display the students.	Learn a new and possibly more effective method for displaying lots of data rather than using tons of JLabels.	30 min	Mar 4	C
21	Develop JTables and AbstractTableModels to show all the students.	Add one of the last key elements missing from the UI and test to see if the data storage is working properly.	1 hour	Mar 8	B/C
22	Create a dance class filter for the AbstractTableModel.	Be able to only display student from a specific class on the JTable.	1 hour	Mar 14	B/C
23	Reuse the info panels for the classes and	Efficiently finish up two major components of the	1 hour	March 18	C

	students for modification and adding Dialogs to create unity and simplicity.	app – add and modify – and keep the look the same throughout the app.			
24	Finish up the rest of the UI, making sure all the buttons work.	Be able to work on more complex coding problems and adding functionalities now that the basic app was almost complete.	1 hour	Mar 15	B/C
25	Deal with errors when adding and modifying classes and students.	Create an app that won't simply crash with one typo.	1 hour	Mar 16	C
26	Work on aesthetics of the app to make it both pretty to look at and easy to read and use.	Create a clean app to satisfy the needs of the client.	45 min	Mar 17	B
27	Finish writing Criterion B by compiling charts, adding descriptions, and updating the testing plan.	Finish one of the criteria for the app and review the design for the app.	1 hour	Mar 18	B
28	Write two of the four key techniques for Criterion C.	Finish part of one of the criteria and review the key programming elements of the app.	1 hour	Mar 18	C
29	Write the other two of the four key techniques for Criterion C.	Finish part of one of the criteria and review the key programming elements of the app.	1 hour	Mar 18	C
30	Create the video for the app.	Finish part of one of the criteria and	1 hour	Mar 20	D

		explain how the app works, testing it in the process and fixing any bugs.			
31	Talk to advisor about final progress on the app.	See how well I met my success criteria and find out what I can improve in the app in the future.	20 min	Mar 20	E
32	Talk to client about final progress on the app.	See how well I met my success criteria and find out what I can improve in the app in the future.	20 min	Mar 20	E
33	Go through code to clean it up, as well as add comments about what is happening.	Make the code easy to look at and understand.	40 min	Mar 20	C
34	Edit and review all the criterions to make sure everything is complete, as well as update Record of Tasks one last time.	Complete the assignment and make sure there are no holes or discrepancies.	1 hour	Mar 20	ALL