

Criterion B: Record of Tasks

Task Number	Planned Action	Planned Outcome	Time estimate d	Target Completion Date	Criterion
1	Meet Client	Determined the problem the client has and started to devise the product's capabilities (Refer to Document A in Appendix for what the client wanted to see).	0.5 hours	2/1	A
2	Work on Criterion A	Written out the plan in Criterion A and double-checked with client to make sure all of the necessary features will be included and considered.	1 hour	2/5	A
3	Plan out the Flowchart for the application	Created flowcharts as the basic outline for the application.	2.5 hours	2/8	B
4	Create the base class of the app	Start the researching and exploring how Android differs from NetBeans and start to understand how Android applications work.	1 hour	2/10	C
5	Create the side navigational menu	The side navigational menu will allow the user to access options with a menu that isn't the basic hamburger menu.	2 hours	2/13	C
6	Brainstorm possible UML diagram format	Note that the UML diagram may change and update until the end. However, starting with the initial associations can help identify the relationships between classes.	2 hours	2/20	B
7	Brainstorm tests for success criteria	Brainstorming tests for success criteria will ensure that the final product will not have any bugs for the user's expected product.	2 hours	2/25	B
8	Get Git working for version control	Using Git for version control allows me to upload my code up into Github whenever I add a feature so I can go back to it if I ever encounter a bug.	1 hour	2/27	C
9	Created a ListView in the main class	The initial creation of the ListView will allow events to be displayed on it—preferably vertically.	1 hour	3/2	C
10	Create the base building block of the app - eventBlock	Create the eventBlock object and provide it with private variables and getters/setters to store information in the object.	1 hour	3/2	C
11	Research and Implement SQLite database	Research how to create a SQLite database and how to interact with it so the eventBlocks can be stored in it.	4 hours	3/4	C

12	Created DBHelper and EventRepo	Created EventRepo class which is able to communicate with the DBHelper	3 hours	3/5	C
13	Create the Log-In and Sign-Up activities/classes	Create the Log-In and Sign-Up activities to get the rough outline of the application's design going.	1 hour	3/12	C
14	Research how JSON works and how to implement it for the LogIn/SignUp classes	Implementing JSON into the LogIn and SignUp will allow users to save data onto the file and fetch it whenever they try to log-in.	3 hours	3/12	C
15	setUserEventList() method is created	Big method that will grab only user-specific data from the SQLite data using query commands.	2 hours	3/13	C
16	Add Event activity/class is created	Allows the user to add events into the database!	3 hours	3/14	C
17	Update Criterion B	I veered off the design path and need to update my thinking with the more recent knowledge and observations.	1 hour	3/15	B
18	Implemented Update and Delete Events	Allows the user to update or delete the events! Also refreshes the CalenderView and the ListView	3 hours	3/16	C
19	Write Criterion C: development	Write Criterion C and then fix some bugs in the code.	3 hours	3/18	C
20	Talk with Client and reveal the application	Then use the feedback in Criterion E.	1 hour	3/19	E
21	Write Criterion E: Reflection	Write Criterion E and reflect based off of the client's opinion of the final product and my own opinion.	1 hour	3/20	E
22	Final push up to Git	Comment, clean up code, and push the final product up into Git	1 hour	3/20	C
23	Record Criterion D: The Demonstration Video	Record the demonstration video and get ready to prepare the files for turn-in.	1 hour	3/20	D
24	Turn in IA	Turn in the Internal Assessment and take a long exhale.	0.25 hours	3/21	All

Total Hours: 41.25 hours