

Akhil Gopinath
Onwukike Ibe

Group 17

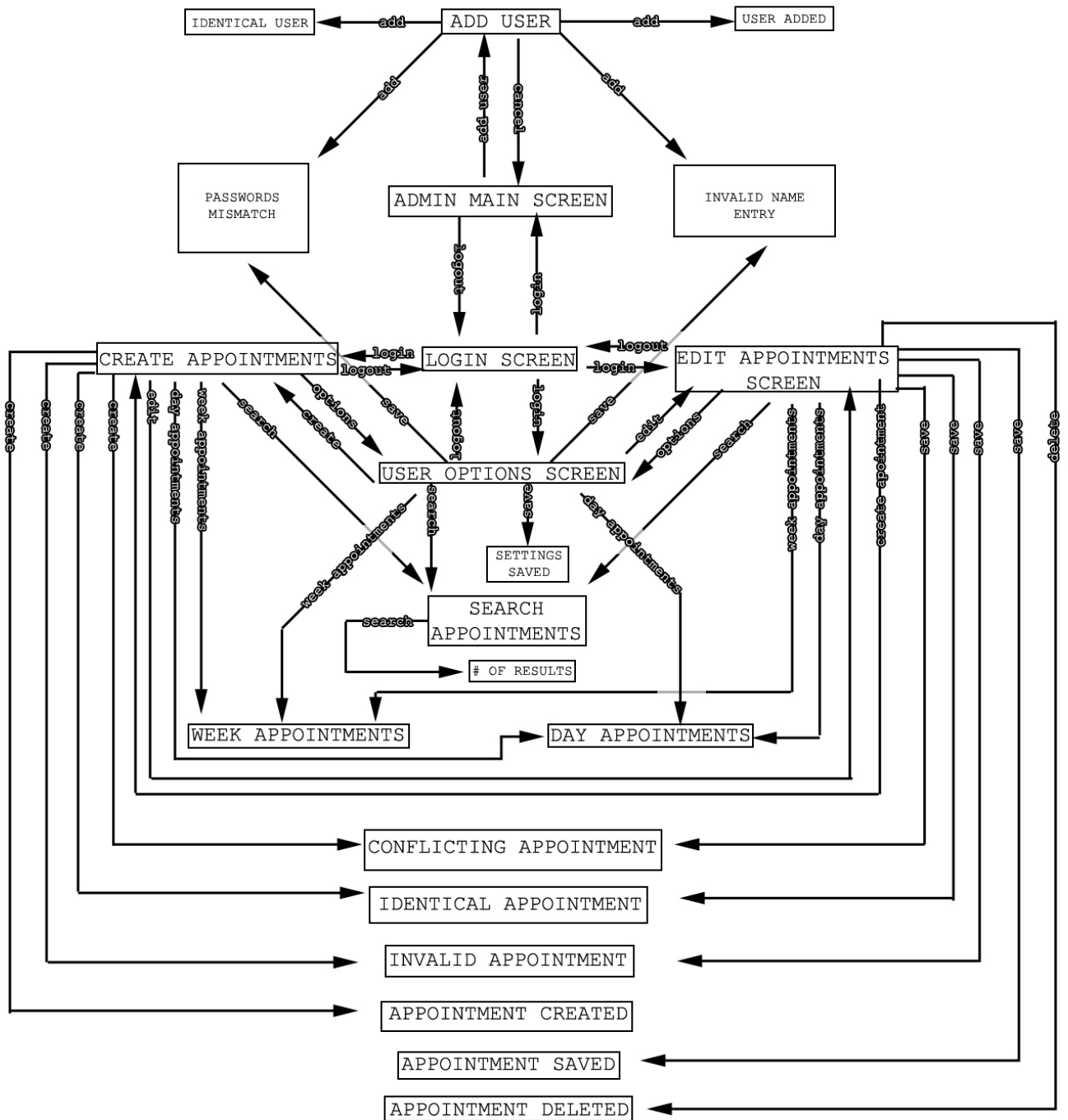
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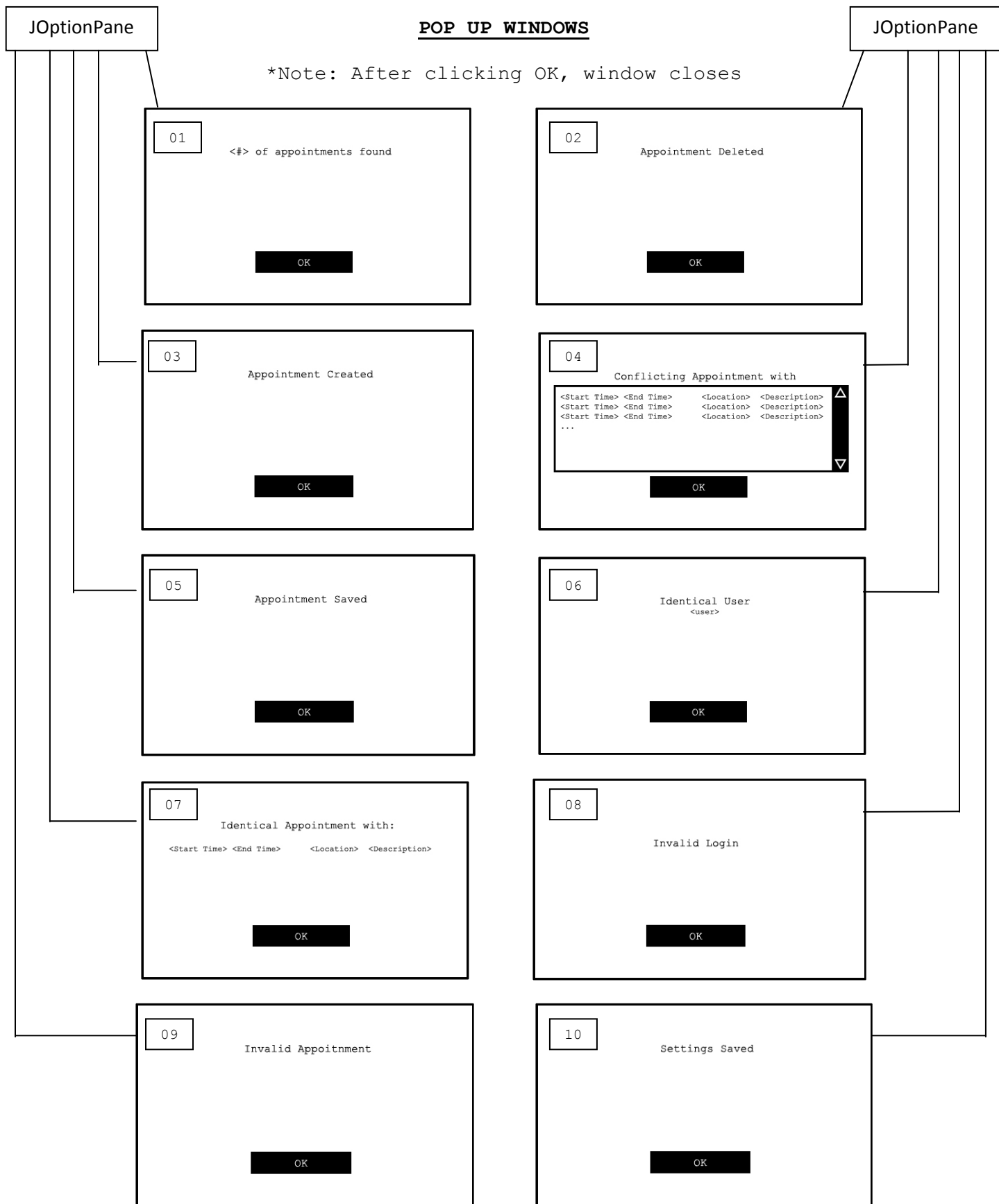
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PROGRAMMER' s NOTES:

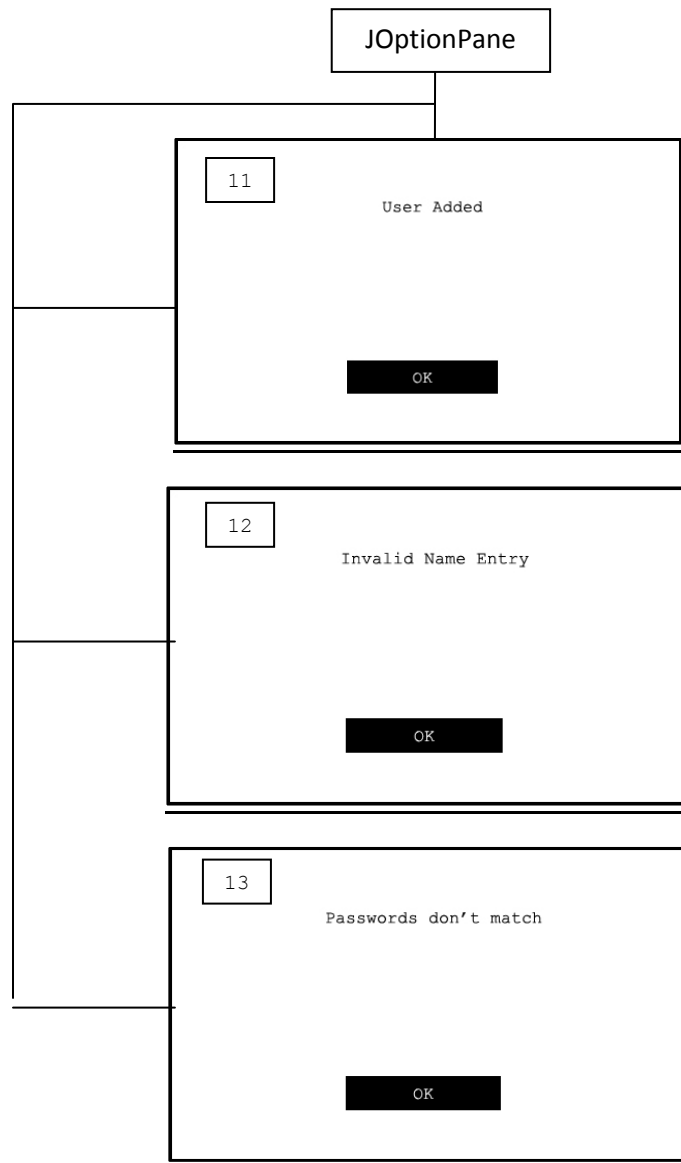
- This storyboard uses referencing.
- Located on the top left of each window there is a number that indicates the number of the window.
- In the state diagram, every state of the program is capitalized and boxed.
- Every arrow in the state diagram is labeled with the button that needs to be pushed to reach the new state.
- In the storyboard Arrows represent possible changes in state.
- In the storyboard Lines without arrowheads represent the class used to program the shown attribute.

STATE DIAGRAM (Start from [LOGIN SCREEN])

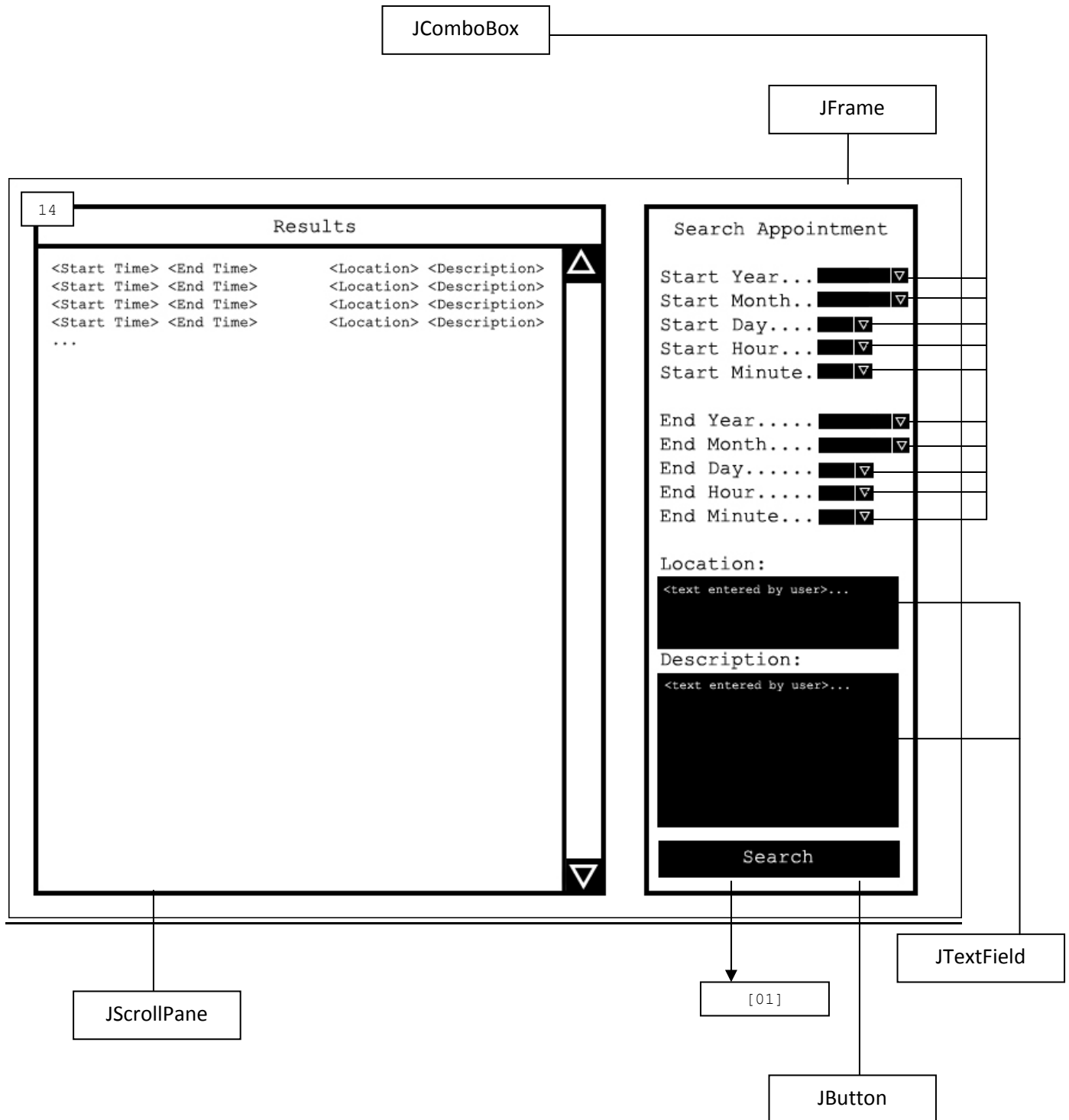




POP UP WINDOWS (Continued)



POP UP WINDOWS (Continued, Search Window)



LOGIN SCREEN

`JOptionPane.showInputDialog()`

15

KAlendar

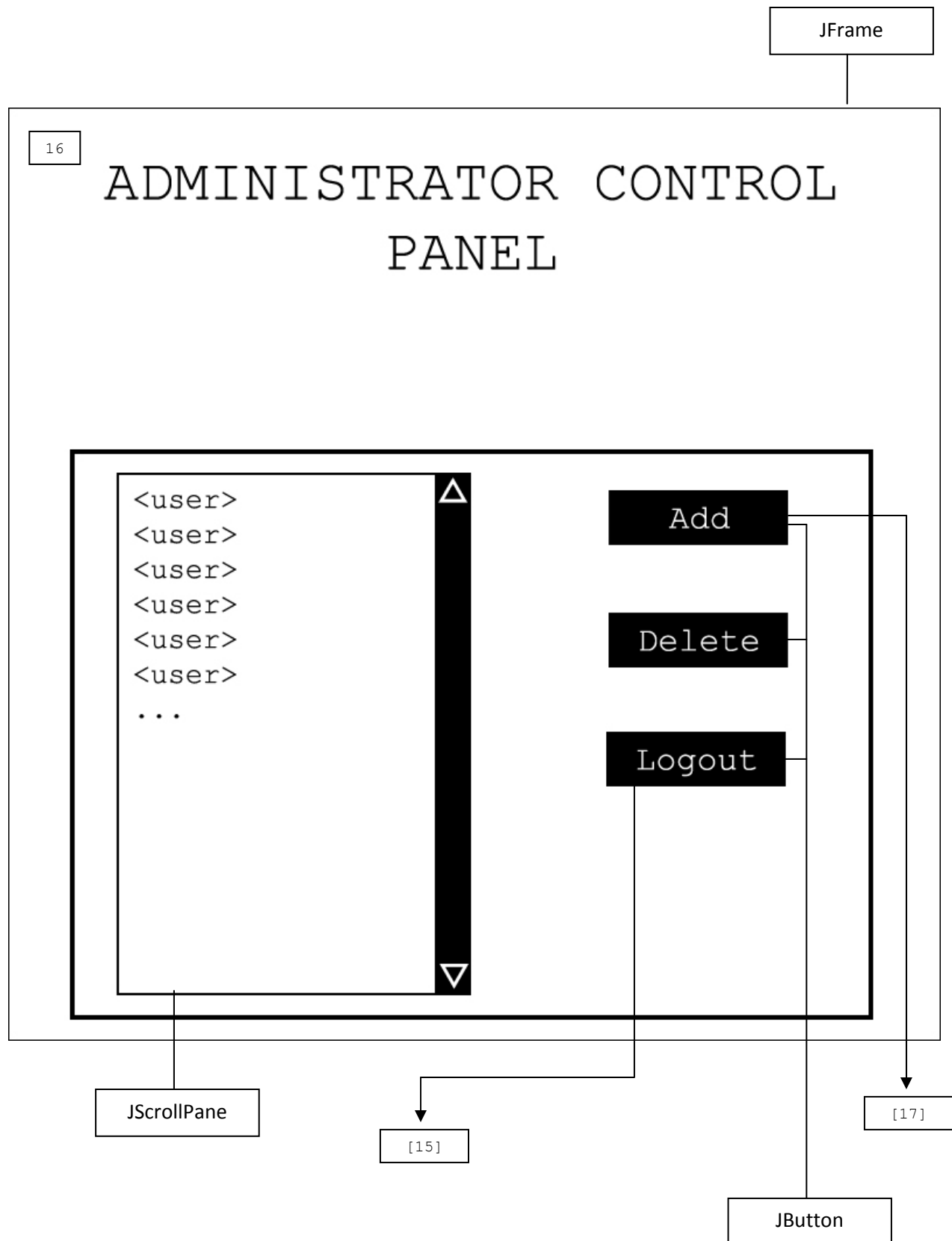
Username:

Password:

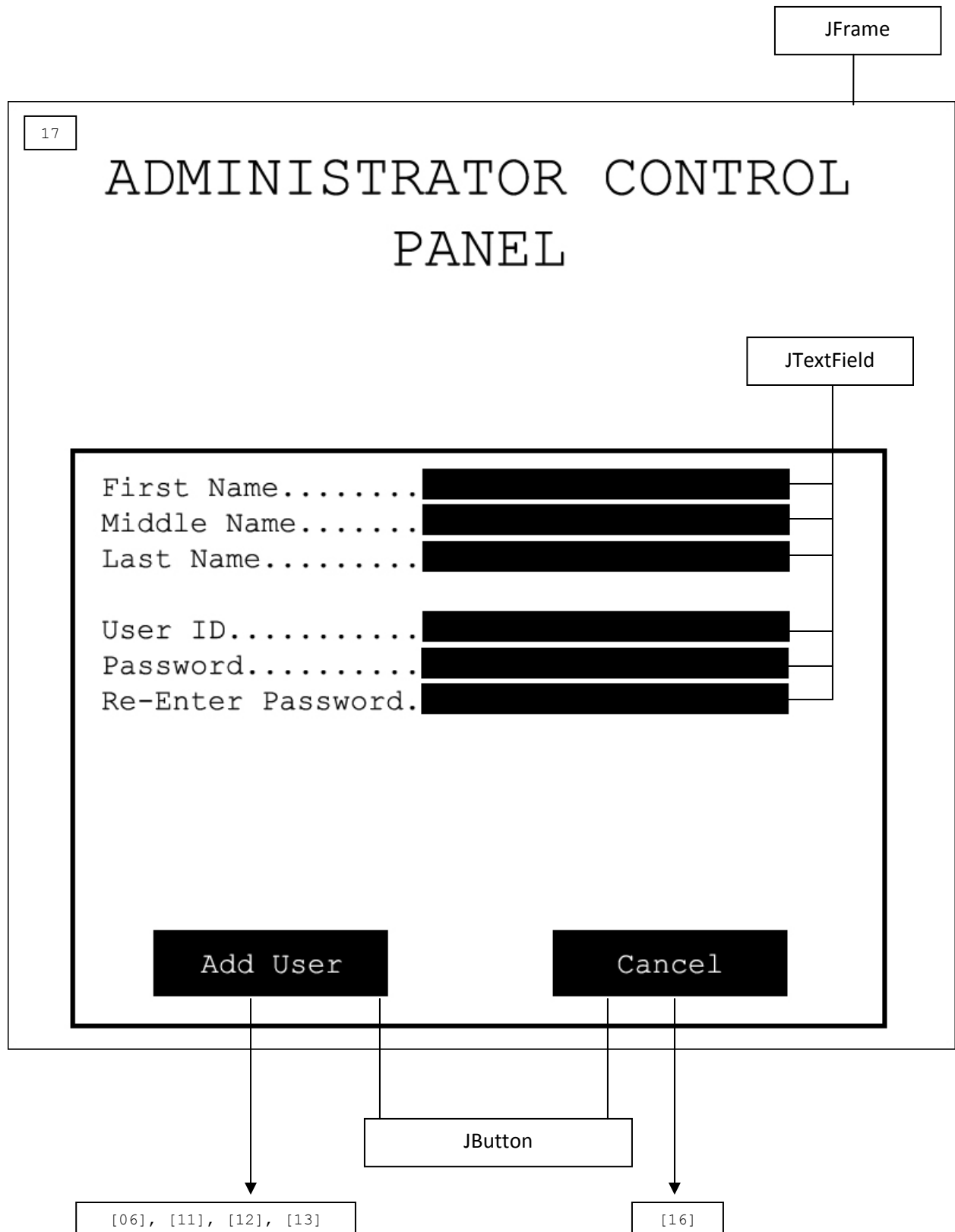
Login

`[08], [16], [18]`

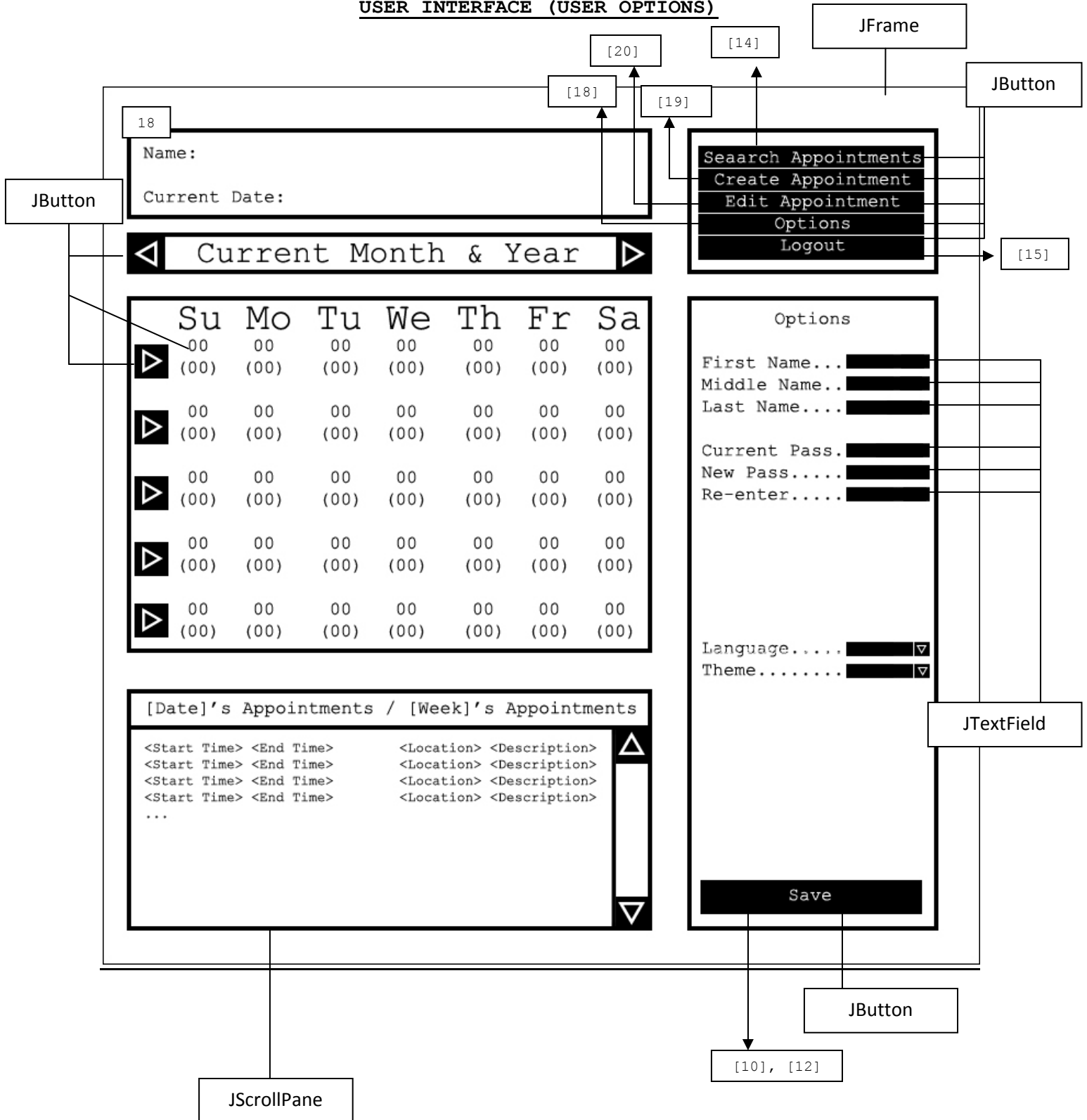
ADMINISTRATOR CONTROL PANEL



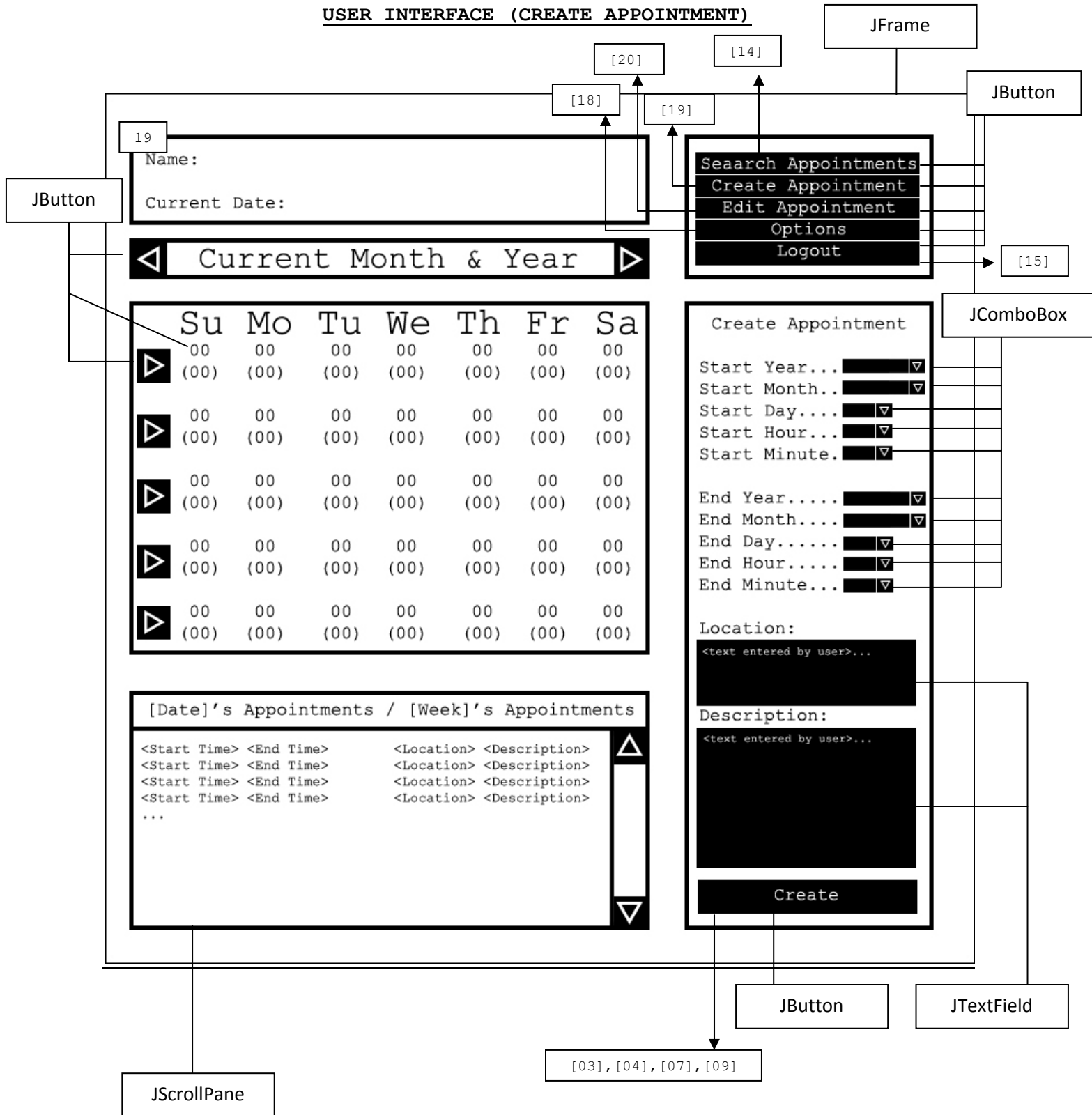
ADMINISTRATOR CONTROL PANEL (ADD USER)



USER INTERFACE (USER OPTIONS)



USER INTERFACE (CREATE APPOINTMENT)



USER INTERFACE (EDIT APPOINTMENT)

