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**Scheduled Reminders App**

Cmps 378

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**Abstract**

The purpose of our project was to create a practical app that would help users keep track of events in their daily lives by setting reminders. Most people have various events such as birthdays, holidays, and tasks that are almost impossible to remember using only their brain. Users are able to insert a title, select a date, and time for every reminder of their choice. They also have the option to set as many as they would like, and can view all reminders placed. The Scheduled Reminder App is particularly useful for students as they have many homework assignments and they can easily forget or lose track. In this report, we will discuss the app’s core features, planning, tools used, implementation, and plans to expand.

**Introduction**

A scenario would be that my intended audience wants to remember something but has plenty of other important ideas, events, and plans they want to keep in mind. The current way the audience is working is good because they have a problem in their life and need a solution to fix the problem. The bad thing is that there are many other apps that are similar to our app and might not use the one we have provided for them. The way it's going to change the audience is by having features that most apps don’t have with a variety of things that can help us to stand out from other apps.

**Core Features**

Our reminder app’s main purpose is to allow users to easily set reminders. The user is first prompted to insert a subject for the reminder, which can be a short description to indicate what the user is trying to remind themself of. Second, the user will input the date they would like to be reminded. This date will include day, month and year to ensure the precise moment they wish to be reminded. Next, the user has the option to view past reminders which can help the user avoid duplicate reminders or any that may be incorrect. Lastly, the most important feature is that the user is free to set multiple reminders at once, which is beneficial as the user won’t have to limit their use of the app and will be beneficial so they won’t miss any important events.

**Planning**

Lukes performed the task of coming up with the idea of a reminder app and Paulina decided it was a good idea. Regarding the code, Lukes worked on the day, month, and year the app reminds the user. Paulina worked on implementing a code that gathers multiple reminders from the user and being able to save the reminder and output it when the user asks for their reminder. Lukes also worked on the code to be able to ask the user if they would like to enter more than one reminder. Paulina added a Yes or No code that the user can use to stop from inputting more reminders or being able to set more.

**Tools Used**

To create this project, we heavily relied on the use of lecture notes and past homework assignments. When creating the code, we found ourselves struggling with certain aspects such as the loop but were able to reference resources to help us analyze and fix these issues. These issues will be further discussed in the implementation portion of this research paper. Since we based this app on our past midterm and another homework assignment these provided us with a base code that we altered accordingly.

We also found it very useful to analyze the built-in reminder app on smart phones to decide which information would be best to include in our app. Ideally, we wanted our app to be user friendly and decided keeping the features basic would encourage more people to hypothetically use our app if we decided to further develop it to release on an app store. The Scheduled Reminders App is currently hosted in Visual Studio, our reason being that we felt most comfortable using this platform since we used it the entire semester.

**Implementation**

We implemented a yes and no feature for the user to ask for more reminders and ran into the problem where it wouldn’t output if the user used Y or N to answer the question. We found out that the letter wasn’t capitalized so the code simply continued to run without being able to stop. We then ran into another problem where we weren't able to set multiple reminders and we wouldn't be able to save the reminders. We then found out that the code didn’t have the string and int with different names and would constantly ask for the same reminder and didn’t move to ask for the next reminder if the user wanted another. The way we fixed this problem is by adding a 2 or 3 in front of the (string) and (int) to be able to ask for other reminders for the user.

**Evaluation**

When ensuring the effectiveness of our app, we ran multiple tests. First, we ensured that the user was able to successfully input the date they would like to be reminded on by inputting different date combinations. This is the most important part considering the user is relying on the input to be reminded of an event. Next, we ran multiple tests to demo the Y/N option that would allow users to see past reminders if they chose to do so. I ran different tests that variated from multiple yes responses, to one yes one no, no responses etc. Then, I also verified when the y option was chosen, the past reminders were displayed just as the user had input their parameters. Similarly, I tested the user’s next option to set more reminders. When the user selected n they would receive a thank you message, but if they selected y I ran tests to ensure they would be returned to the beginning of the menu to set the parameters for another reminder.

While there is room for expansions, we are satisfied with the effectiveness of our app. We used the tools given to us this semester to create an app that performed all the basic functions required in a standard reminders app.

**Future Expansion**

Some ways that we can improve our app is by switching platforms from computer to be able to go on a mobile device or tablet. Being able to have your reminder everywhere you go allows for many people to have an easier time using the reminder and being able to have easy access to it at all times. Adding in a support or guide menu that allows for users to be able to understand how the app works. How the multiple features work or how to be able to set multiple reminders or how to be able to recall them. Making accessible to people who are physically challenged. Adding in features that allow for users who don’t have the capabilities to use the app have a way that they are able to use it.