Personal Calendar

Team 6: Iteration 3

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Requirements

Requirements

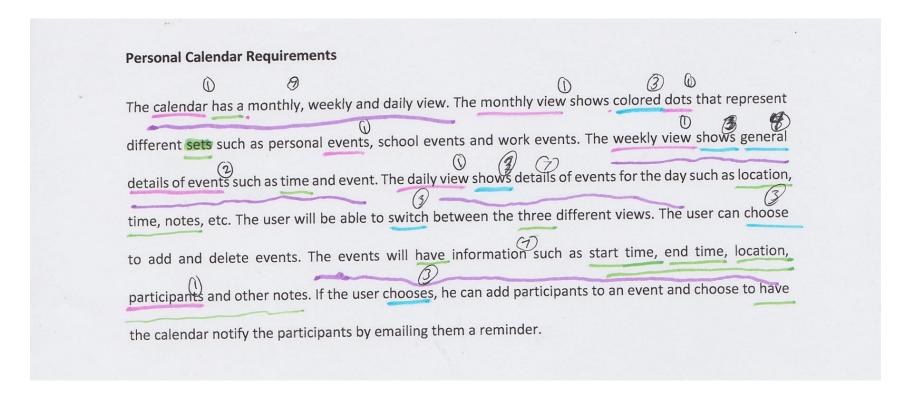
- 1. The calendar shall allow the user to switch between months on the calendar view.
- 2. The calendar shall have a summary view that shows all future events on the selected date.
 - **2.1.** The summary view shall display the event type, name, date, and time.
- 3. The calendar shall allow the user to add an event.
 - **3.1.** The calendar shall allow an event to be an all-day event.
 - **3.2**. The calendar shall allow an event to have a start and end time.
 - **3.3.** The calendar shall allow an event to have an optional description.
 - **3.4.** The calendar shall allow an event to have an optional location.
 - **3.5.** The calendar shall allow the user to enter emails of participants for an event.
- **4.** The calendar shall allow the user to delete an event.
- **5.** The calendar shall allow the user to edit an event.
- **6.** The calendar shall allow the user to share event.
 - **6.1.** The calendar shall allow users to the select participants to send email reminder to.
- 7. The calendar shall allow users to search for an event.

Domain Modeling

Brainstorming

- 1. Noun/ Noun Phrases
- **2.** X of Y
- 3. Transitive Verbs
- 4. Adjectives
- **5.** Numerics/ Enumerations
- **6.** Possession Expressions
- 7. Constituents
- 8. Containment
- **9. •** X is a Y

Brainstorming Continue

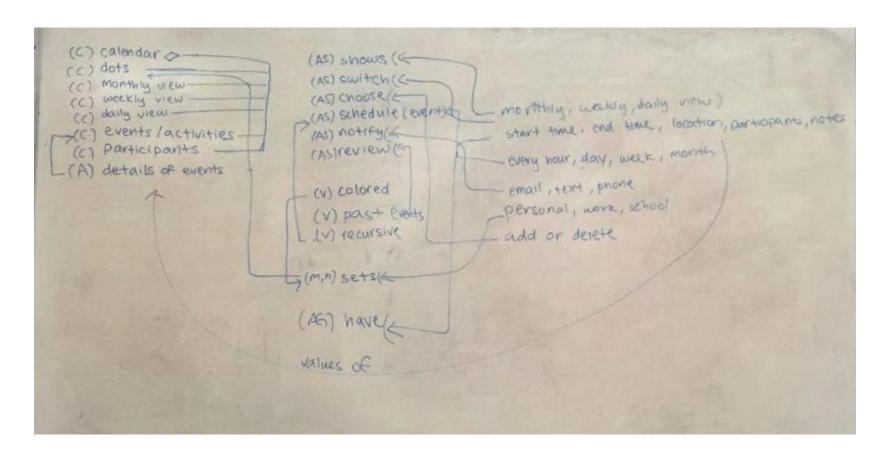


Brainstorming Continue

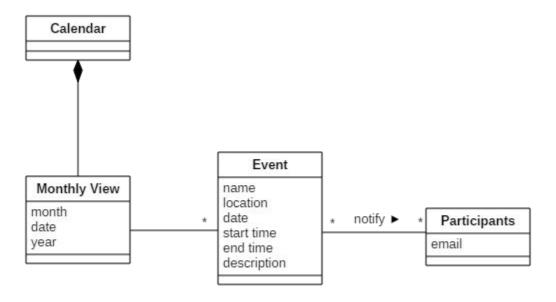
Exercise 4.4

This calendar management software allows the user to schedule personal activities such as meetings and tasks to be performed. An activity can take place on a future date during a certain period of time. An activity can take place for several consecutive days. Each activity has a brief mnemonic description. An activity can be a recursive activity, which takes place repeatedly every hour, every day, every week, or every month. A user can schedule an activity using a month-by-month calendar to select the date or dates, and then zooms in to select the begin time and end time on a date. The calendar system shall notify the user by email, text message, or phone call the day before and on the activity day. The user can review past activities and modify the schedule including updating and deleting activities.

Classification



Domain Model Class Diagram



Use Case Modeling

Abstract Use Cases

- **UC1**. Add event (Actor: User, System: Personal Calendar)
- **UC2.** Share event (Actor: User, System: Personal Calendar)
- **UC3**. Edit event (Actor: User, System: Personal Calendar)
- **UC4**. Delete event (Actor: User, System: Personal Calendar)
- **UC5.** Search (Actor: User, System: Personal Calendar)

High-Level Use Cases

UC1. Add Event

TUCBW the user clicks on "Add" button on the calendar view.

TUCEW the user sees the newly added event on the calendar.

UC2. Share Event

TUCBW the user clicks on "Share" button on the event detail view.

TUCEW the user sees the email application open filled with event details.

UC3. Fdit Event

TUCBW the user clicks on "Edit" button on the event detail view.

TUCEW the user sees the changes of the event details on the event detail view.

UC4. Delete Event

TUCBW the user clicks "Delete" button on the event detail view.

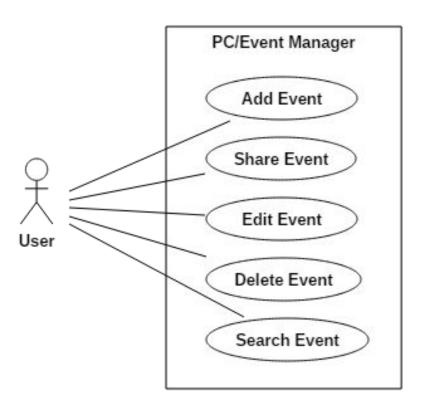
TUCEW the user sees the event has been removed from the calendar.

UC5. Search Event

TUCBW the user clicks "Search" button on the calendar view.

TUCEW the user sees a list of search results.

Use Case Diagram



Expanded Use Case (UC1: Add Event)

Prec	ondition: None		
Acto	Actor: User		em: Personal Calendar
		0.	System displays an add event button on the calendar view.
1.	TUCBW user clicks on the add event button.	2.	System displays a add event form requesting for the event name, start time, end time, description, location, participants, and event type.
3.	User enters event name, start time, end time, description, location, participants, and event type and clicks the save button.	*4.	System saves the entered fields into the storage and displays a message confirming that event has been saved.
5.	TUCEW user sees the confirmation message and the newly added event on the calendar.		

Expanded Use Case (UC2: Share Event)

Actor: User		System: Personal Calendar			
		0.	System displays a share button on the event details view.		
1.	TUCBW user clicks on the share event button.	2.	System displays a list of participants for event.		
3.	User selects the participants to send reminder email to.	*4.	System fills email with event name, time, location and description to selected participants.		
5.	TUCEW user sees the the email with event details and selected participants filled out in the email application or an error message.				

Expanded Use Case (UC3: Edit Event)

Actor: User	System: Personal Calendar
	System displays an edit button on the event detail view.
TUCBW user clicks on the edit event button.	 System displays the event name, time, location, description, participants, and event type in the edi event form.
User modifies existing event details with new information and clicks the save button.	*4. System updates event and displays a confirmation message.
5. TUCEW the user sees the confirmation message and the event details updated.	

Expanded Use Case (UC4: Delete Event)

Precondition: There must be an existing event.						
Actor: User	System: Personal Calendar					
	System displays a delete button on the event details view.					
TUCBW user clicks on the delete event button.	System displays a message asking to delete event.					
3. User clicks the delete button.	*4. System removes the event from the calendar view and displays a confirmation message.					
5. TUCEW the user sees the confirmation message and the event is removed from the calendar view.						
Post condition: None	'					

Expanded Use Case (UC5: Search Event)

Precondition: None					
Actor: User	System: Personal Calendar				
	System displays a search button on the calendar view.				
TUCBW user clicks on the search event button.	System displays the search event form with a text field requesting for event name or type.				
User enters an event name or event type and clicks the search button.	*4. System displays search results in a listview with the event's name, date and time.				
5. TUCEW user sees the list of results.					
Post condition: None					

Object Interaction Modeling

Scenarios (Add Event)

UC1: Add Event

- 3. User enters event name, date, start time, end time, location, participants, and event type in add event GUI and clicks the save button.
- 4.1. Add event GUI creates a new event with the add event controller using the event information.
- 4.2. Add event controller creates a blank msg.
- 4.3. Add event controller creates an event e,
- 4.4. Add event controller saves event e with DBMgr,
- 4.5. If event is saved
- 4.5.1. Add event controller writes "event added" to msg.
- 4.6. Else
- 4.6.1. Add event controller writes "failed to add" to msg.
- 4.7. Add event controller returns msg to add event GUI.
- 4.8. Add event GUI displays msg to user.

Scenarios (Share Event)

UC2: Share Event

- 3. User enters selects participants in the share event GUI and clicks the share button.
- 4.1. Share event GUI shares event with the share event controller using the selected participants.
- 4.2. Share event controller creates a blank msg.
- 4.3. Share event controller creates an email,
- 4.4. If email is created
- 4.4.1. Share event controller writes event e and participants p to email,
- 4.4.2. Share event controller writes "event shared" to msg.
- 4.5. Else
- 4.5.1. Share event controller writes "failed to share" to msg.
- 4.6. Share event controller returns msg to share event GUI
- 4.7. Share event GUI displays msg to user.

Scenarios (Edit Event)

UC3: Edit Event

- 3. User enters new event name, date, start time, end time, location, participants, or event type in edit event GUI and clicks the save button.
- 4.1. Edit event GUI updates event with the edit event controller using the modified event information.
- 4.2. Edit event controller creates a blank msg.
- 4.3. Edit event controller updates event e with DBMgr,
- 4.4. If event is updated
- 4.4.1. Edit event controller writes "event updated" to msg.
- 4.5. Else
- 4.5.1. Edit event controller writes "failed to update" to msg.
- 4.6. Edit event controller returns msg to edit event GUI.
- 4.7. Edit event GUI displays msg to user.

Scenarios (Delete Event)

- UC4: Delete Event
- 3. User clicks the delete button in delete event GUI.
- 4.1. Delete event GUI deletes event with the delete event controller using the selected event.
- 4.2. Delete event controller creates a blank msg.
- 4.3. Delete event controller deletes event e with DBMgr.
- 4.4. If event is deleted
- 4.4.1. Delete event controller writes "event deleted" to msg.
- 4.5. Else
- 4.5.1. Delete event controller writes "failed to delete" to msg.
- 4.6. Delete event controller returns msg to delete event GUI.
- 4.7. Delete event GUI displays msg to user.

Scenarios (Search Event)

UC5: Search Event

- 3. User enters event name or event type in search event GUI and clicks the search button.
- 4.1. Search event GUI calls search event controller with search term to search for events.
- 4.2. Search event controller creates a blank results.
- 4.3. Search event controller finds matching events for event name or event type from the DBMgr,
- 4.4. Search event controller writes event e to results,
- 4.5. Search event controller returns results to search event GUI.
- 4.6. Search event GUI displays results to user.

Scenario Table (UC1: Add Event)

#	Subject	Subject Action	Other Data/Objects	Object Acted Upon
3.	user	enters	event info	add event GUI
4.1.	add event GUI	creates	event info	add event controller
4.2.	add event controller	creates		msg
4.3.	add event controller	creates		event e
4.4.	add event controller	saves	event e	DBMgr
4.5.	if event is saved			
4.5.1.	add event controller	writes	"event added"	msg
4.6.	else			
4.6.1.	add event controller	writes	"failed to add"	msg
4.7.	add event controller	returns	msg	add event GUI
4.8.	add event GUI	displays	msg	user

Scenario Table (UC2: Share Event)

#	Subject	Subject Action	Other Data/Objects	Object Acted Upon	
3.	user	selects	participants, event e	share event GUI	
4.1.	share event GUI	shares	participants, event e	share event controller	
4.2.	share event controller	creates		msg	
4.3.	share event controller	creates	s e		
4.4.	. if email is created				
4.4.1.	share event controller	writes	participants, event e	email	
4.4.2.	share event controller	writes	"event shared"	msg	
4.5.	else				
4.5.1.	share event controller	writes	"failed to share"	msg	
4.6.	share event controller	returns	msg	share event GUI	
4.7.	share event GUI	displays	msg	user	

Scenario Table (UC3: Edit Event)

#	Subject	Subject Action	Other Data/Objects	Object Acted Upon
3.	user	enters	event info	edit event GUI
4.1.	edit event GUI	updates	event info, event e	edit event controller
4.2.	edit event controller	creates	tes	
4.3.	edit event controller	updates	event e	DBMgr
4.4.	if event is updated			
4.4.1.	edit event controller	writes	"event updated"	msg
4.5.	else			
4.5.1.	edit event controller	writes	"failed to update"	msg
4.6.	edit event controller	returns	msg	edit event GUI
4.7.	edit event GUI	displays	msg	user

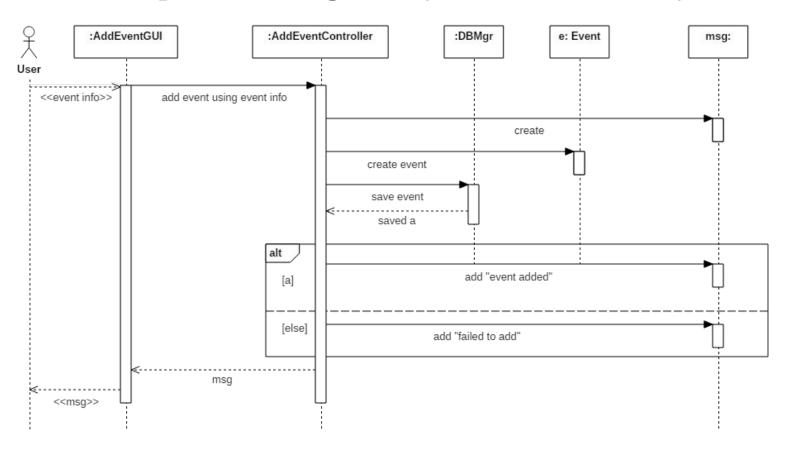
Scenario Table (UC4: Delete Event)

#	Subject	Subject Action	Other Data/Objects	Object Acted Upon
3.	user	clicks		delete event GUI
4.1.	delete event GUI	deletes	event e	delete event controller
4.2.	delete event controller	creates		msg
4.3.	delete event controller	deletes	event e	DBMgr
4.4.	if event is deleted			
4.4.1.	delete event controller	writes	"event deleted"	msg
4.5.	else			
4.5.1.	delete event controller	writes	"failed to delete"	msg
4.6.	delete event controller	returns	msg	delete event GUI
4.7.	delete event GUI	displays	msg	user

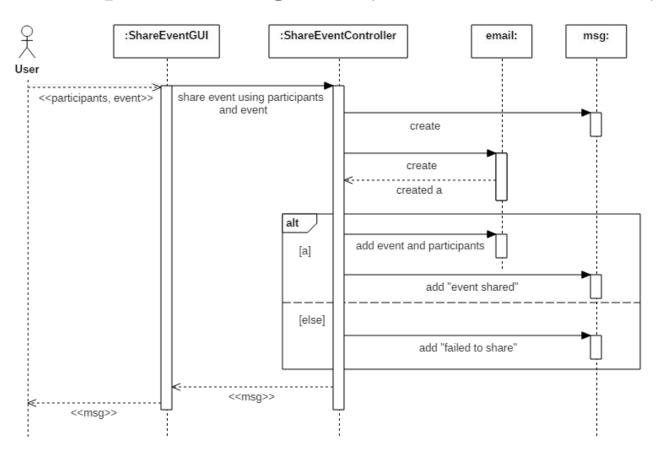
Scenario Table (UC5: Search Event)

#	Subject	Subject Action	Other Data/Objects	Object Acted Upon
3.	user	enters	search term	search event GUI
4.1.	search event GUI	search	search term	search event controller
4.2.	search event controller	creates		results
4.3.	search event controller	finds	search term, event e	DBMgr
4.4.	search event controller	writes	event e	results
4.5.	search event controller	returns	results	search event GUI
4.6.	search event GUI	displays	results	user

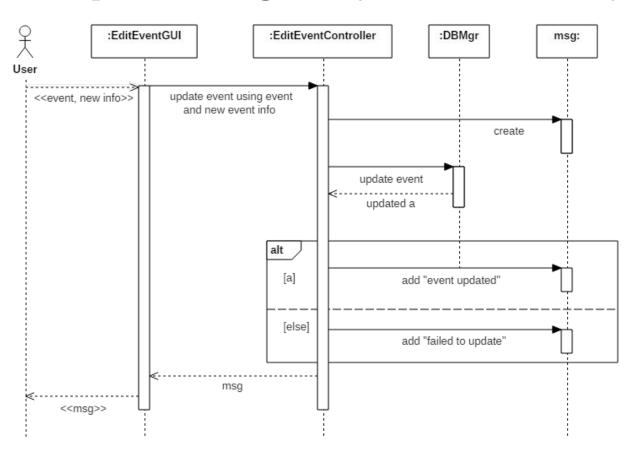
Informal Sequence Diagram (UC1: Add Event)



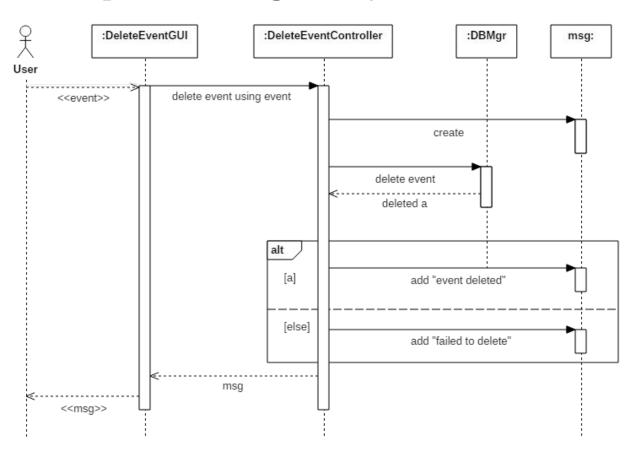
Informal Sequence Diagram (UC2: Share Event)



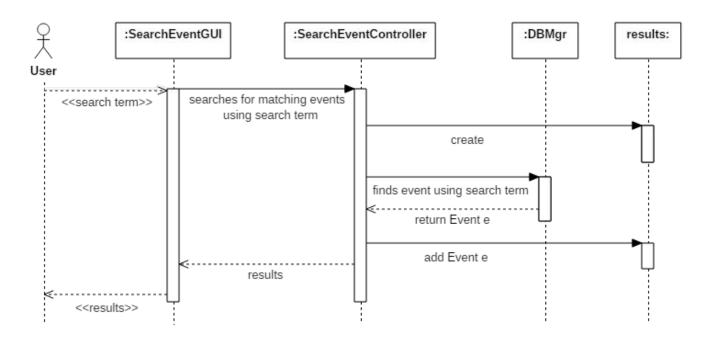
Informal Sequence Diagram (UC3: Edit Event)



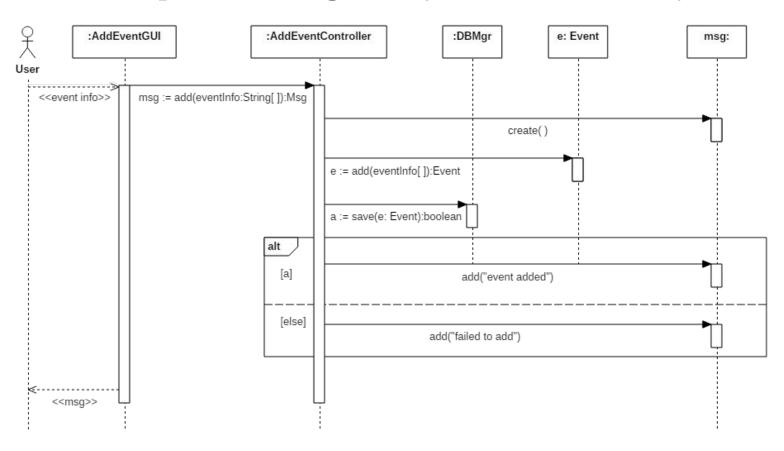
Informal Sequence Diagram (UC4: Delete Event)



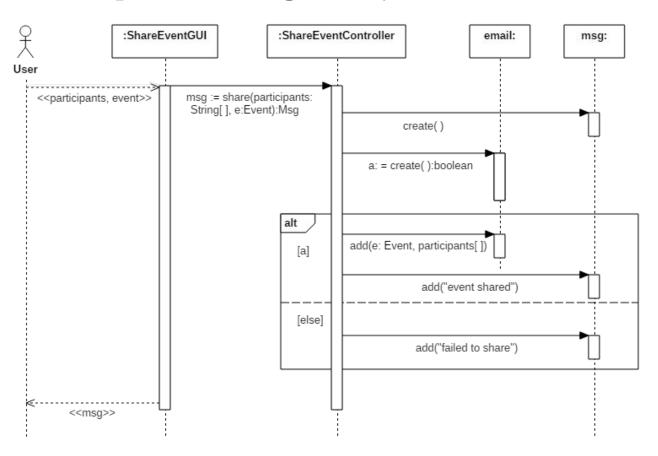
Informal Sequence Diagram (UC5: Search Event)



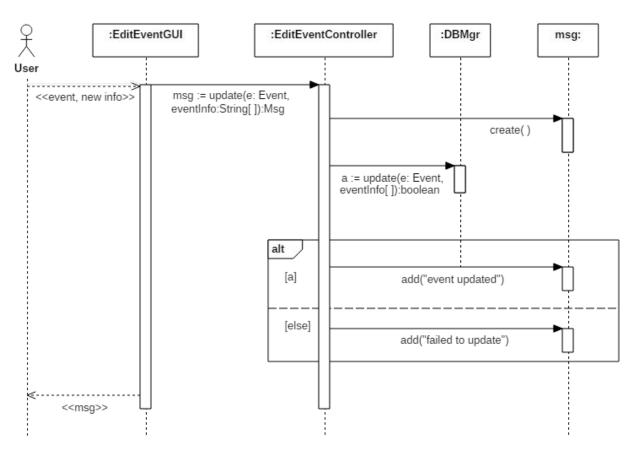
Formal Sequence Diagram (UC1: Add Event)



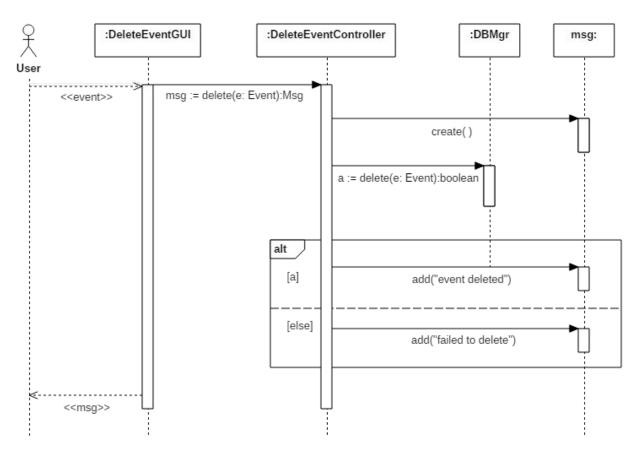
Formal Sequence Diagram (UC2: Share Event)



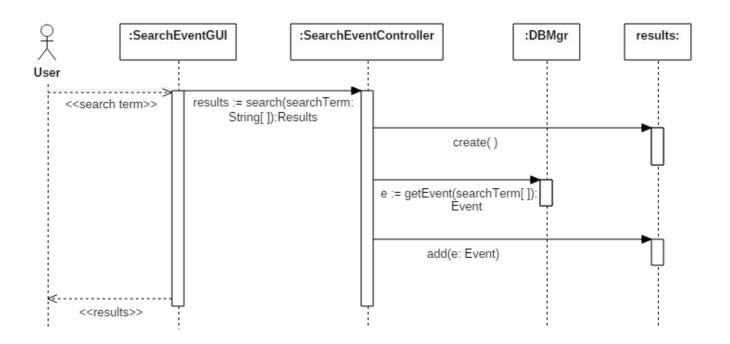
Formal Sequence Diagram (UC3: Edit Event)



Formal Sequence Diagram (UC4: Delete Event)

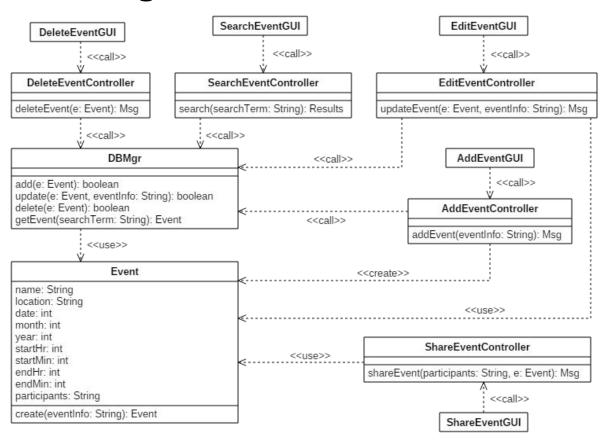


Formal Sequence Diagram (UC5: Search Event)



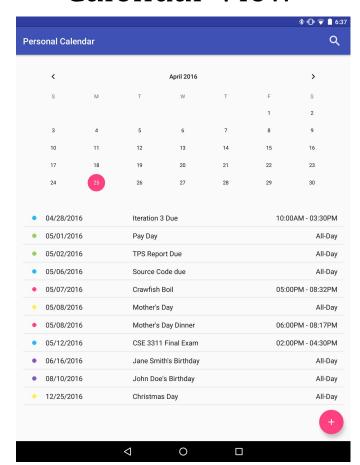
Design Class Diagram

Design Class Diagram



Screen Shuts

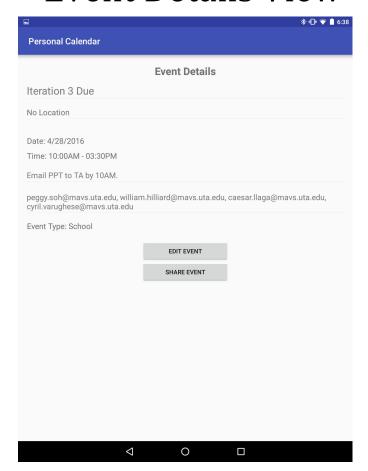
Calendar View



Add Event

<u> </u>					* • ▼	6:37
Personal Calendar						
	A dal Cur	ent for 4/25	12016			
	Add Eve	ent for 4/25	/2010			
Event Name						
Location						
All Day Event						
Start Time			End Time			
5 36	AM		5	36	AM	
6 : 37	PM		6 :	37	PM	
7 38			7	38		
Description						
Enter participants em	all separated by a	comma				
Holiday						
		SAVE				

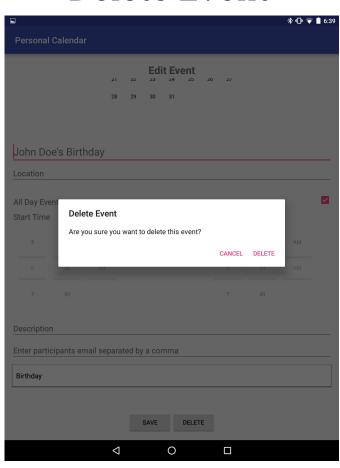
Event Details View



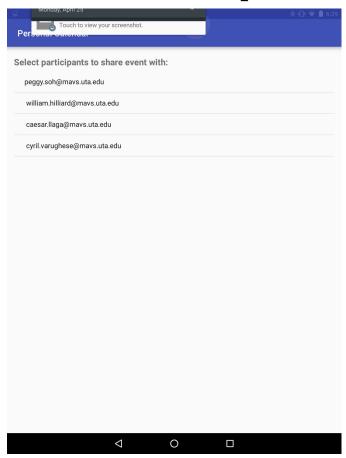
Edit Event

							*••	6:39
Personal Calendar								
		Edit	t Event					
	24 25	5 26	27 28	29	30			
Iteration 3 Due								
Location								
All Day Event								
Start Time				End	Time			
9 59					8	29	AM	
10 : 00 A	м				9 :	30	PM	
11 01 P	М				10	31		
Email PPT to TA by 10AM	l.							
peggy.soh@mavs.uta.edu		hilliard@	mavs uta e	du ca	esar llan	ıa@mav	s uta edu	
cyril.varughese@mavs.ut	a.edu			_u, ou				
School								
		SAVE	DELET	E				

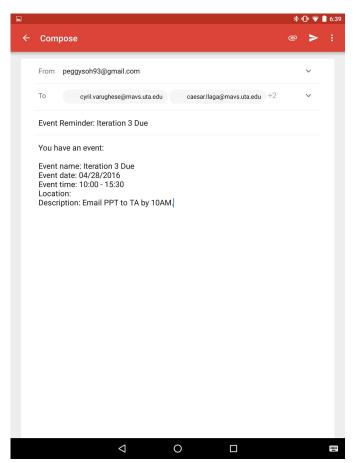
Delete Event



Select Participants



Share Event



Search Event by Category or Partial Name

