Chrono: Smart Student Scheduling

Your Personal Schedule Notifier

An Integrated Science, Technology, Engineering, and Mathematics (STEM) Project for Computer Science 2

Created by:

Atilano, Yuan Cai L.

Viloria, Paul Brian F.

Ticag, Jaelyzah Raynne C

Philippine Science High School: Cordillera Administrative Region Campus
First Quarter, Academic Year 2025-2026

October ___, 2025

* Schedule notifier (for students)

Problem Statement

Most students of the Philippine Science High School System often forget what periods are within the day with the activities needed to be submitted within those timeframes, because of their hectic schedules and additional activities, especially after the nationwide change in this school's implementation of the new curriculum. This application will solve and give efficiency to the student.

Enter Chrono: Smart Student Scheduling, your personalized schedule reminder. They'd automatically be notified of their upcoming classes, deadlines and important things to do – helping them keep organized and on top of everything.

Project Objectives

The purpose of this project is to make Python-based scheduling and notification system with following objectives:

I. Provide timely notifications

To develop a system that automatically notifies users of upcoming tasks, events or deadlines on the scheduled day to ensure that they stay updated.

II. Offer a user-friendly experience

Design a simple yet intuitive interface that allows users to easily input, view, and update their schedules.

III. Enable efficient task organization

Organize tasks by priority: High, Medium, and Low while color coding.

IV. Inspire and motivate students

Add motivational quotes to reminders for positivity and productivity.

Planned features

I. Task Scheduling:

The application will immediately record the user's schedule, and create an automatic notifier.

II. Data management

The app will organize the tasks by time and date. This makes it easier for the user to know what he/she can pass or do within the period.

III. User Friendly interface

Simple GUI for easy task management.

IV. Priorities (High/Medium/Low)

The application will make sure you will prioritize the most important tasks by categorizing them by difficulty and due date. The intensity of the task will be color based.

Planned Inputs and Outputs

- I. Inputs
 - Schedule

Date, time, and subject.

• Event details

Title, description, priority level

Activity within specific period

Specific schedule when the reminder should trigger.

• Reminder Settings

Advance notification time (e.g., 10 minutes before) or repeating (daily/weekly).

II. Outputs

• Pop-up reminder/notification

Notifications reminding the user of the scheduled task.

• Task summary

A daily or a weekly list of upcoming tasks.

• Status message

Warnings for missed tasks.

Logic Plan

- Core modules
- Data structures
- Flowchart

DATA STRUCTURES

1. Core Data Structure

Each task will be stored as a dictionary

2. Main Storage

All tasks are stored in a list of dictionaries so it's easy to append new tasks, iterate for checking reminders and can be sorted by date/time later on.

3. Priority Management (Color-Coded)

Use a dictionary for priorities (high-red dot, medium-yellow dot, low-green dot)

4. Reminder Settings

Reminder preferences stored in a separate dictionary

FLOW CHART

