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Chapter 1

Introduction

1.1 Introduction

U-TODO is a task manager application in a team. This application is built with Java programming language. One can create an account and create a team for managing tasks. One can create multiple teams and manage teams separately. Assign tasks to team members. Add team members , delete team members. create, delete , update team , email validation using Regular expression.

1.2 Design Goals/Objective

Design and develop a java programming based task manager software in a team like “CLICK UP”.

Managing tasks in a team and working with a team are the main goals of this software. Learning java programming in depth is also a big part of my goal. I love the learning process “Project based learning.”.

Chapter 2

Design/Development/Implementation of the Project

2.1 Sign up.

First users have to create an account.

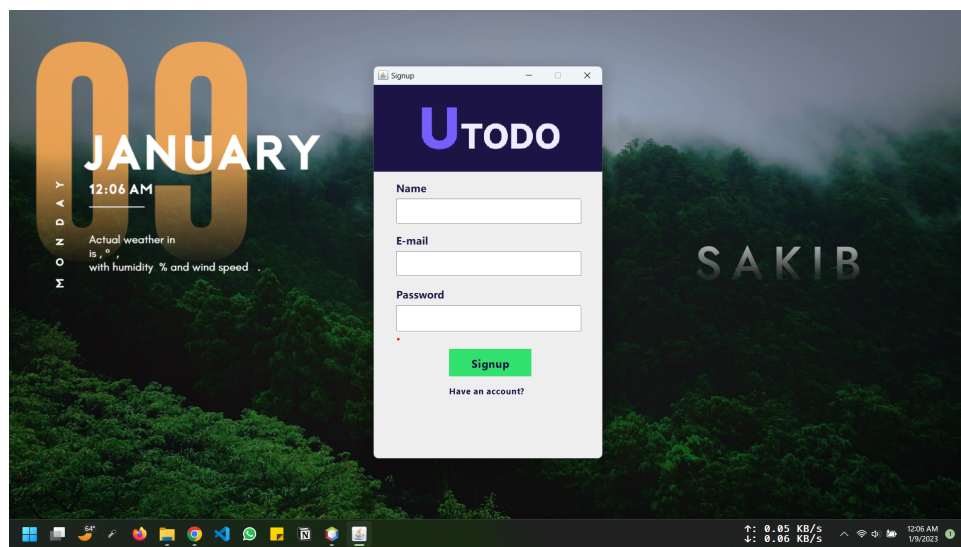


Figure 2.1: Signup

2.2 Sign In.

If you have registered / signed up before then you can login next time.

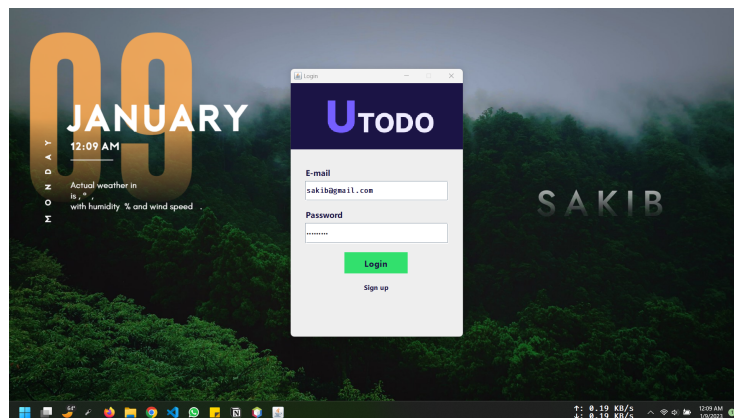


Figure 2.2: Sign in

2.3 Home/Dashboard.

After successfully logging in. user will be able to manage / view his task/ team task in a beautiful GUI.

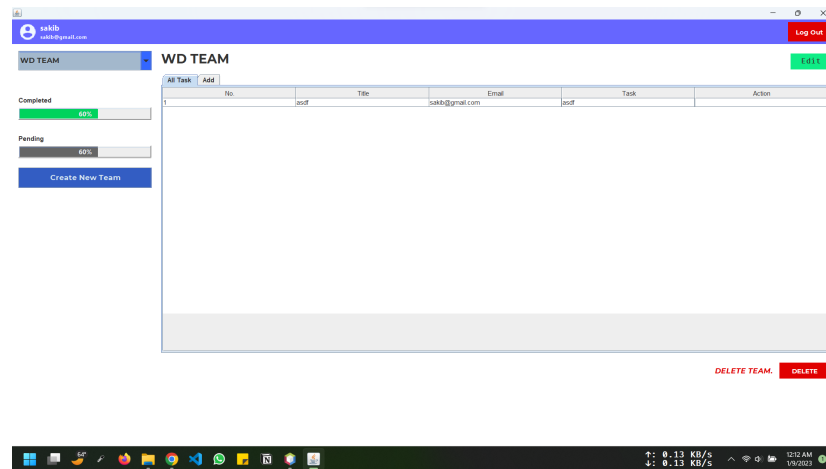


Figure 2.3: Home/ Dashboard.

Chapter 3

Performance Evaluation

3.1 Results and Discussions

3.1.1 Results:

Our U-TODO project is working fine. I up keep this application uptodate regularly.

3.1.2 Analysis and Outcome:

- Create and login users.
- Create , Update, Delete, Query Teams.
- Create , Query Task.

U-TODO will help to manage tasks in a team. If this software remains uptodate time to time then I hope this application could be the best task manager application in future.

Chapter 4

Conclusion

4.1 Introduction

U-TODO is a software for managing tasks in a team, managing tasks in multiple teams.

This is a Java Programming language based application. Java Swing java library is used to build UI.

4.1 Practical Implications

- Create and login users.
- Create , Update, Delete, Query Teams.
- Create , Query Task.

4.2 Scope of Future Work

- Connect Google Firebase for authentication.
- Instead of using MYSQL I am planning to use MongoDB or Firestore(Google).
- Realtime UI Update using Firestore or Socket Programming.

References

- [1] The Complete Reference of Java. -Herbert Schildt
- [2] Java : <https://www.w3schools.com/java/default.asp>
- [3] MYSQL : <https://www.w3schools.com/MySQL/default.asp>