

## **Criterion A**

**Client:** IB student

### **Problem:<sup>1</sup>**

In the present times, staying fecund has been a task for people, staying efficient with plenty of deadlines and schedules has been difficult. The current problem IB students face is balancing their leisure times and deadlines both effectively which results in stress and other problems, the increased workload of only getting done with tasks has also resulted into students facing problems like lack of motivation and health issues.

### **Solution:**

“Make my day” is an application that makes a user’s day for them but based upon their mood. At the start the app commences with a question asking the user their mood for the day, help them to be efficient in a more fun way- that’s based on their mood- for example if someone feels lethargic the app could find tasks like yoga on bed, crocheting and even include some of their tasks that they have inputted in “to do list” or “assignments” to make sure their work is being done simultaneously as well. This amalgamation of fun and work will help IB students to focus on all aspects, giving them regular breaks from extensive study sessions which leads to increased productivity and a fit mind and body.

### **Rationale:**

I decided to use Java as it helps me integrate the concepts of OOPS(object oriented programming) which is proficient due to their adaptability and scalability. Moreover security is one of the most integral part of any application, especially for apps like Make my day as a person’s daily schedule is involved, thus java helps in maintaining that security level. Another significant reason is java’s compatibility with several different systems which is extremely beneficial in these times of innovations of different systems. To exploit these benefits of java I am utilizing the NetBeans software as I have experience with the application and its advantageous for debugging and testing codes. To save user’s data I will be using My Sql due to the high data security and performance it offers.

---

<sup>1</sup> Refer to appendix A questions 3 and 5

### **Success criteria**<sup>2</sup>

<b>Success Criteria</b>	<b>Explanation</b>
1. Entering User Data	The user can enter its daily routine data like schedules,
2. Users can login to their existing account	At the start of the program the user will get an option to choose whether they are an existing user or new, they can choose from the options.
3. Users can Create new accounts	The user can create new account
4. Database	the database will hold the user information and data inputted
5. User can get output based on their mood	From the criteria made my overall market research about mood and activities and from the data inputted by user, a “suggested day” will be displayed by the system keeping in mind that current deadlines are given priority.
6. User friendly design	Time tables outlines, note making designs, colours and themes will be available for users to choose their preferred interface design.
7. All user input will be validated	From the inputs asked by the user, their inputs must be entered (no empty field will be accepted) and criteria like field length and presence of special characters will be checked.
8. Deadlines reminder	Using time table interface the user can input their own schedules, the dashboard will then show up the upcoming deadlines with suggested activities.
9. Password	As the app records sensitive data like user preference and schedules the app will be password protected which can only be accessed by the user. The password can also be changed later

Words: 579

---

<sup>2</sup> Refer to appendix A questions 10 and 11